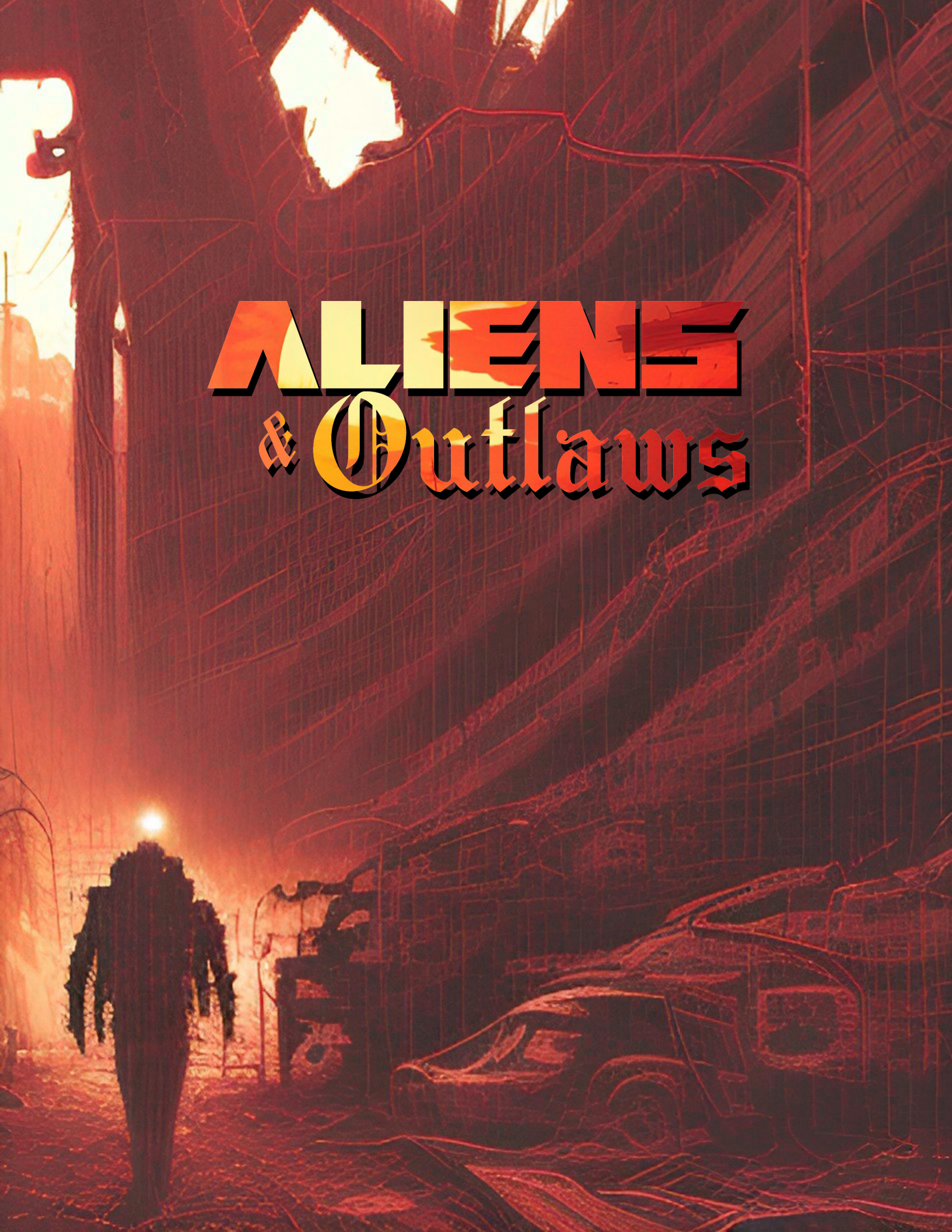
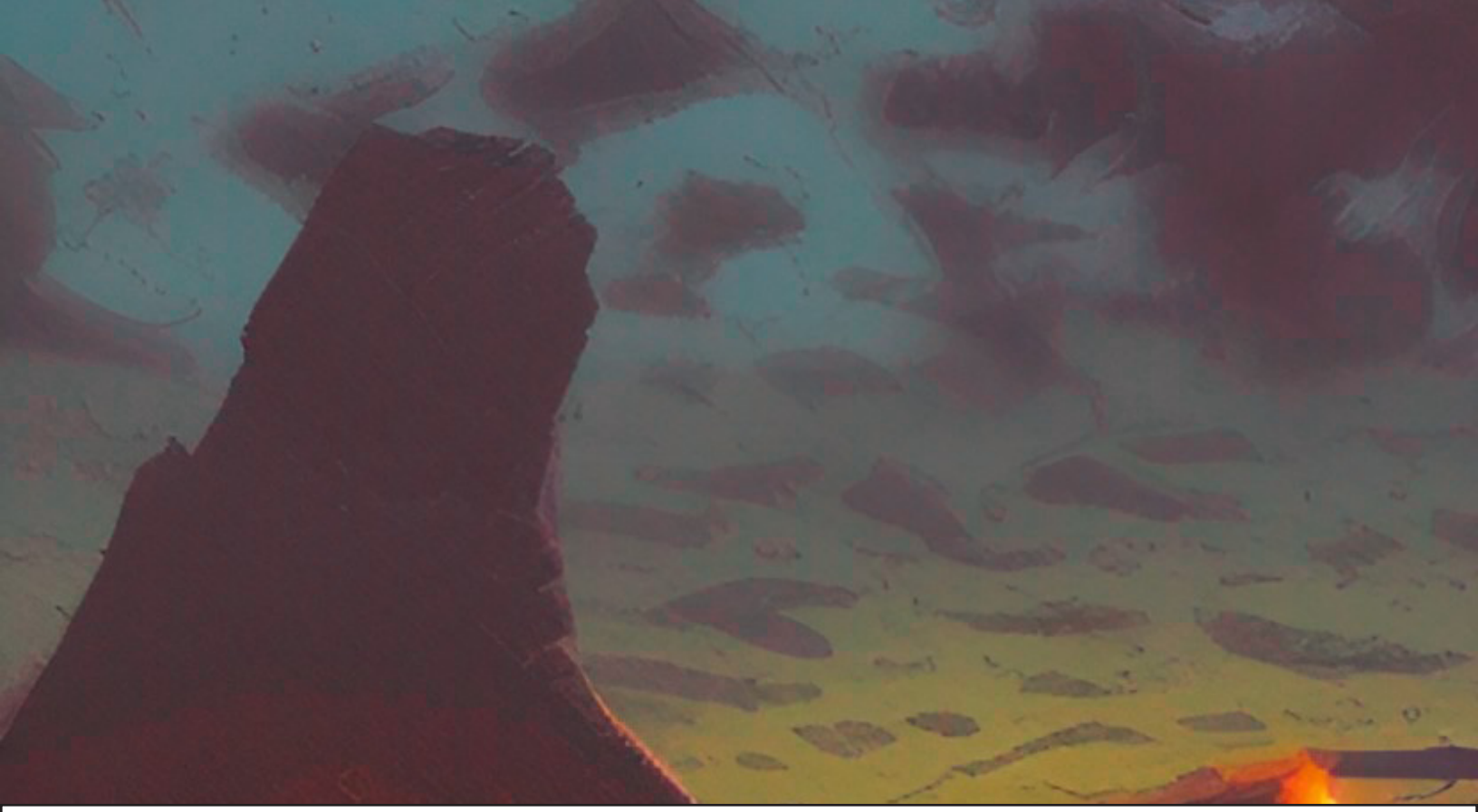

ALIENS
& Outlaws



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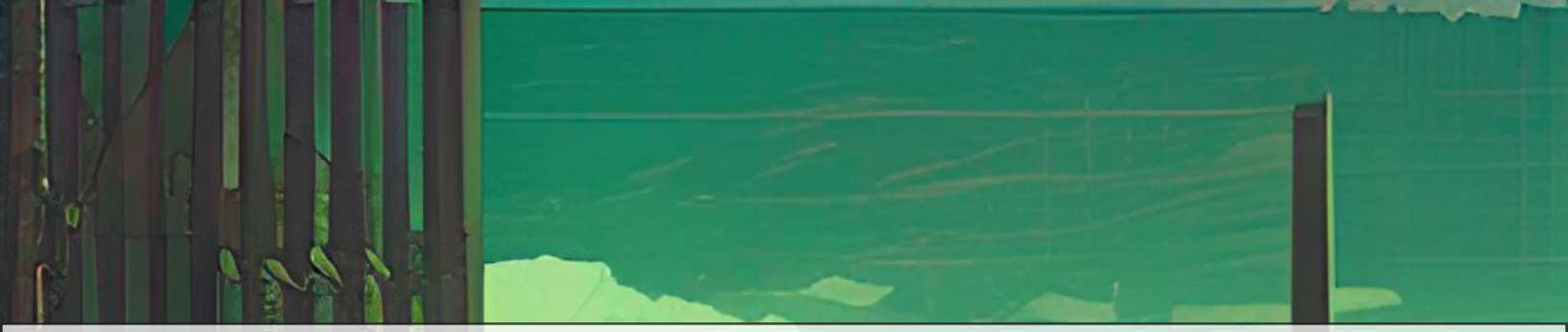


I've been in New Hope my whole life. Life in the wasteland isn't easy, but we've managed to carve out a safe haven in New Hope. We have rules and regulations, and we work together to make sure everyone is taken care of.

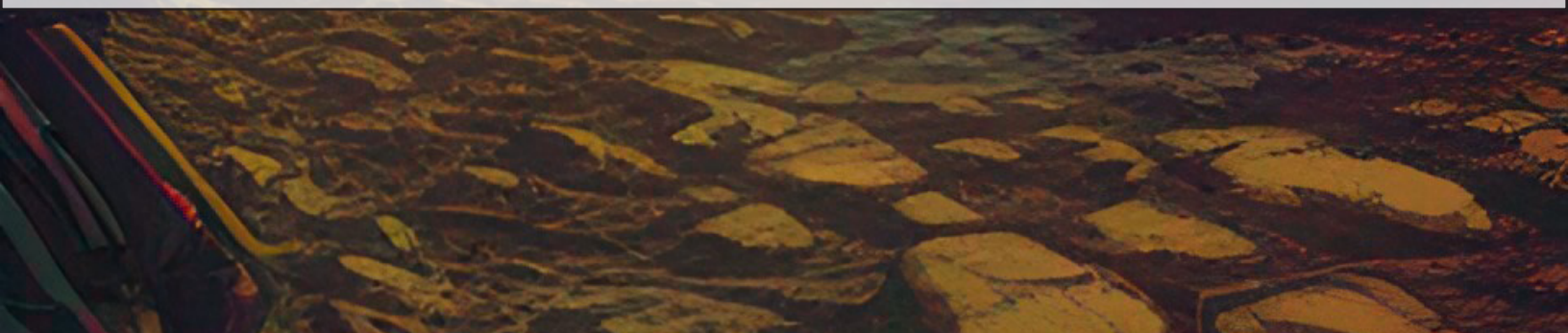
There are those who don't want to play by the rules. Outlaws, they're a dangerous bunch. They roam, taking whatever they want and leaving destruction in their wake. They don't care about anyone but themselves, their small groups, and they'll do whatever it takes to get what they want.

I've had a few run-ins with them over the years, and let me tell you, it's not something I ever want to experience again. They have no morals, no compassion. They're just animals, driven by greed and selfishness.

I try to avoid them as much as possible, but sometimes they come knocking at our gates, trying to take what's ours. We have to stand up and defend ourselves. It's not easy, but it's necessary.

The wasteland is a harsh place, and we have to do whatever it takes to survive. But as a holdout, I believe in working together and helping each other out. That's what separates us from those assholes. They may have power and strength, but they'll never have the unity and community that we have.

Jerry Granville



I WOKE UP TO THE SOUND OF SCREAMING. SOUNDED SOMETHING LIKE AN ANIMAL WAILING WHILE CAUGHT IN A TRAP. I SAT BOLT UPRIGHT IN BED AND IMMEDIATELY GRABBED MY MATILDA (MY DOUBLE BARREL FOR WHOEVER IS READING THIS IN CASE IT'S NO LONGER IN MY POSESSION) NOT KNOWING WHAT THE HELL WAS GOING ON. AS I RUSHED OUTSIDE, I SAW THEM – GREYS.

I HAD HEARD RUMORS ABOUT THEM, OF COURSE. EVERYONE IN NEW HOPE HAD. I NEVER THOUGHT I WOULD ACTUALLY SEE THEM IN PERSON. NOT THIS CLOSE IN PERSON. NOT THIS CLOSE IN NEW HOPE. BUT HERE THEY WERE, RIGHT IN FRONT OF ME. AND THEY WERE CLEARLY NOT FRIENDLY.

I AIMED MY SHOTGUN AT THE FIRST, READY TO DEFEND LAUREL WHO WAS STILL SCREAMING BLOODY MURDER. BEFORE I COULD EVEN SQUEEZE THE TRIGGER, ONE OF THEM REACHED OUT THEIR NASTY, LONG HAND AND A BRIGHT, PULSING LIGHT SHOT TOWARDS ME. I FELT A SEARING PAIN AND THEN EVERYTHING WENT BLACK.

WHEN I CAME TO, I WAS LYING ON THE GROUND, SURROUNDED BY THE CONCERNED FACES OF MY FELLOW HOLDOUTS. LAUREL WAS NOWHERE TO BE FOUND. THEY TOLD ME THAT THE ALIENS HAD ATTACKED US, ASKING WHAT I SAW. I COULD ONLY THINK OF LAUREL.

I KNEW THEN THAT WE WERE NOT SAFE. NOT EVEN HERE. NOT EVEN IN NEW HOPE. THESE ALIEN FUCKS WERE A THREAT, AND WE HAD TO BE PREPARED FOR WHATEVER THEY MIGHT DO NEXT. WE FORTIFIED OUR DEFENSES FOR THE NEXT THREE DAYS AND MADE PLANS TO STRIKE BACK. MAINLY I THINK THIS WAS JUST A PERFORMANCE FOR EVERYONE TO FEEL BETTER AND THINK THEY WERE ACCOMPLISHING SOMETHING AS A WHOLE.

AS THE DAYS PASSED, IT BECAME CLEAR THAT THESE CREATURES WERE NOT LIKE ANYTHING WE HAD EVER ENCOUNTERED BEFORE. THEY WERE POWERFUL AND MYSTERIOUS, AND WE HAD NO IDEA HOW TO DEFEAT THEM.

ALL WE COULD DO WAS KEEP "PREPARING", BUT REALLY WHAT THEY CALLED PREPARING I JUST CALLED HOPING THAT SOMEHOW I WOULD BE LUCKY ENOUGH NOT TO BE THE NEXT VICTIM.

ERIN SAULS

PROLOGUE

The world as we knew it had been destroyed. A global nuclear event had wiped out most of civilization, leaving behind only rubble and radiation. Those who survived were left to scavenge and fight for survival in the harsh, post-apocalyptic wasteland.

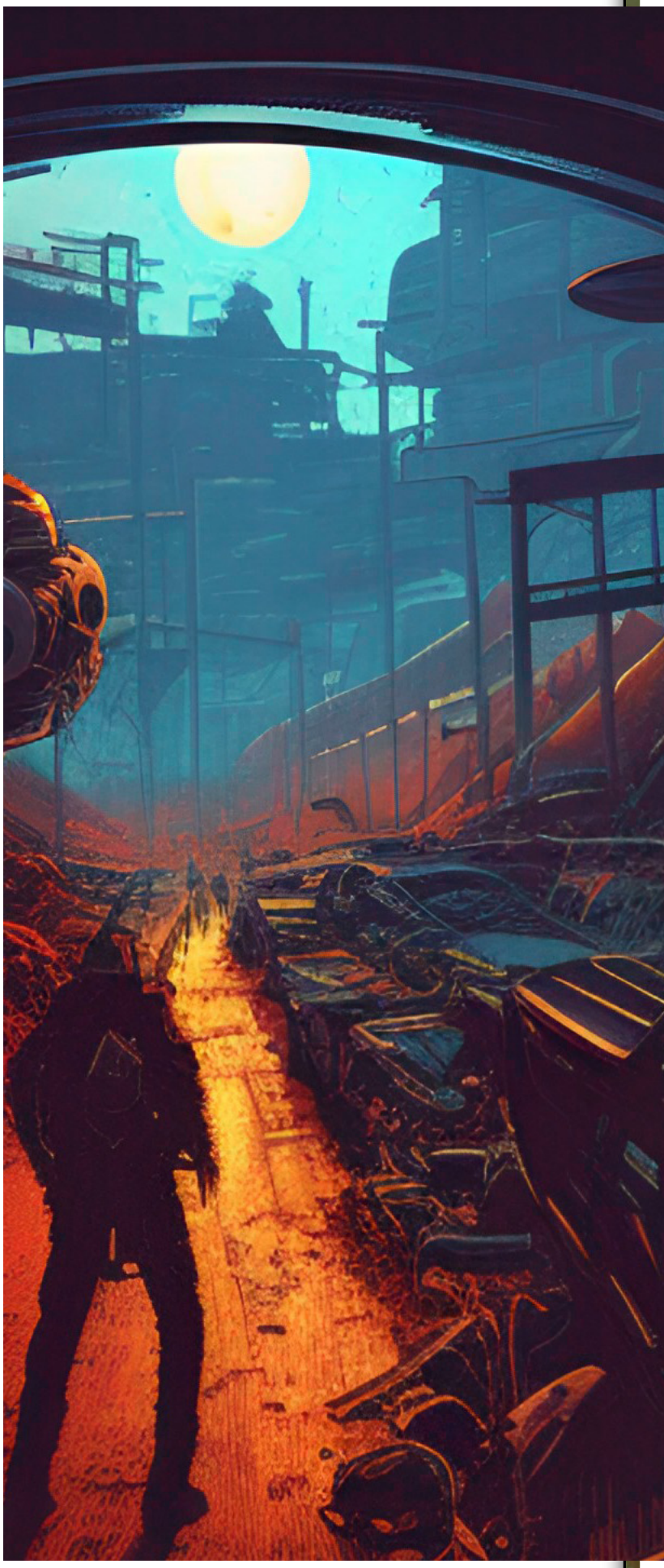
The sky was always gray, the air thick with the smell of smoke and ash. The once bustling cities were now ghost towns, their skyscrapers crumbling and abandoned. The landscape was dotted with radiation zones, where mutated creatures roamed and any human who dared to enter was doomed.

Amidst all this chaos, there were still pockets of civilization that had managed to rebuild. These holdouts were ruled by strong leaders, who had created their own systems of law and order to ensure the safety and prosperity of their people.

But not everyone followed the rules of these holdouts. Outlaws roamed the wasteland, taking what they wanted and answering to no one. They were a dangerous, unpredictable force, feared by all who encountered them.

And then there were the aliens. No one knew where they came from or how they had arrived on earth, but they had been here for as long as anyone could remember. They were a strange and mysterious race, with powers and abilities beyond human understanding.

In this world of chaos and uncertainty, one thing was certain: survival was not guaranteed. But for those brave enough to face the dangers of the wasteland, the rewards could be great. This is their story.



INTRODUCTION

Life as a Holdout in the wasteland can be tough. The world is a dangerous place, full of all manner of dangers and threats. But it's also full of opportunity. Those who are brave and resourceful can thrive in this harsh environment, building a new life for themselves and their families.

As a Holdout, you'll need to be tough and resourceful. You'll need to scavenge for supplies, defend yourself against raiders and other dangers, and constantly stay on the lookout for ways to improve your situation. Whether you're exploring the ruins of the old world, trading with other settlements, or simply trying to survive day to day, you'll need to be constantly vigilant.

But it's not all about survival. As a Holdout, you'll also have the chance to build a new society, one that values cooperation and mutual aid. Whether you're working together with other Holdouts to rebuild the world, or simply supporting your neighbors in times of need, you'll have the opportunity to make a real difference in the wasteland.

So come and join us, fellow Holdouts. The wasteland may be a harsh and unforgiving place, but it's also full of possibility. With courage, determination, and a little bit of luck, we can build a better future, one brick at a time.

THE GAME MASTER

As the game master, it is your role to guide the players through their adventures in the wasteland. It is your responsibility to control the flow of the game, presenting challenges and obstacles for the players to overcome as they explore the post-apocalyptic world.

Each player will assume the role of a Holdout, a member of a civilization that has managed to rebuild some of the world's infrastructure and create a sense of order in the chaos. As Holdouts, players will go on missions to gather resources, hunt dangerous predators, and defend against attacks from Outlaws and Aliens.

The wasteland is a dangerous place, and the players will have to use all of their skills and abilities to survive. They will have to rely on their wits, strength, and resourcefulness to overcome the challenges that lie ahead.

As the game master, it will be your job to control the non-player characters, setting the scene and describing the environment as the players move through it. I will also have to manage the flow of combat, rolling dice to determine the outcome of battles and using your own creativity to come up with unique challenges for the players to face.

Overall, the game master's role is to create an immersive and exciting experience for the players, guiding them through the dangers and mysteries of the wasteland as they work together to overcome the challenges they face.

THE PLAYERS

It is generally best to play this game with two to five players because it allows for a more balanced and dynamic experience. With two players, each person has more agency and responsibility within the group, allowing for a more immersive roleplaying experience.

With three to five players, there is a wider range of skills and abilities represented within the group, allowing for a more diverse approach to problem-solving and strategizing. Additionally, having a larger group can provide a sense of camaraderie and teamwork, enhancing the overall enjoyment of the game.

WHAT IS A HOLDOUT?

Playing a Holdout in the wasteland means living a life of survival and constant vigilance. Holdouts are the few who have managed to carve out a safe haven in a world that is harsh and unforgiving. They are the ones who protect their communities from the dangers that lurk beyond their walls, whether it be Outlaws looking to plunder their resources or Aliens intent on destruction.

As a Holdout, you are expected to be skilled in combat, resourceful in finding and gathering supplies, and able to work together with your fellow Holdouts to ensure the safety of your community. You may be called upon to venture out into the wasteland on missions to scavenge for supplies, defend your territory from attack, or search for other survivors.

Life as a Holdout is never easy, but it is rewarding. You get to be a part of a tight-knit community that looks out for each other, and you get to protect the ones you love from the dangers of the wasteland. It's a tough, but noble calling, and one that requires bravery, determination, and a will to survive.

BLUE DUST

Blue Dust is a vital resource for the Holdouts. It is a rare and powerful substance that can imbue people with extraordinary abilities. The Holdouts have discovered ways to harness the power of Blue Dust and use it to their advantage. They have developed technology and techniques to extract and refine the dust, and they use it to enhance their weapons, armor, and other equipment.

Many Holdouts also consume Blue Dust to gain temporary or permanent superpowers, which they use to protect their settlements and fight against the dangers of the wasteland. However, the use of Blue Dust is not without risks. Overuse or exposure to high levels of the substance can lead to physical and mental side effects, including addiction, mutation, and even death. As a result, the Holdouts carefully regulate and ration the use of Blue Dust, and they have strict laws and guidelines in place to ensure that it is not abused or misused.

HOW TO USE THIS BOOK

Chapter One: The Story Thus Far - A summary of the events that have led to the current state of the wasteland.

Chapter Two: Characters & Traits - Information on creating and customizing player characters.

Chapter Three: Classes - A description of the various character classes available to players.

Chapter Four: Rules & System - The gameplay mechanics and rules of the game.

Chapter Five: Antagonists - Details on the various enemies and challenges that players will face.

Chapter Six: Gear - How to create items for your games and an example list of items.

THE STORY THUS FAR

The year was 2500, and the world had become a desolate wasteland. The once bustling cities were now nothing but crumbling ruins, and the once fertile fields had turned into a never-ending dust bowl. The survivors of the apocalypse huddled together in small communities, trying to eke out a living in this harsh new world.

But not everyone was content to live a life of quiet desperation. There were roving bands of outlaws who roamed the wasteland, preying on the weak and stealing whatever they could get their hands on. These bandits were a dangerous and ruthless bunch, and they had no qualms about killing anyone who stood in their way. These were and are known as The Outlaws.

And if that wasn't enough, there were also rumors of strange creatures from another world. Some said they were aliens, coming to earth to plunder its remaining resources. Others whispered that they were the cause of the apocalypse, their advanced technology unleashing a catastrophic event that had wiped out most of humanity. These were and are known as The Aliens.

Despite the dangers, there were still those who refused to give up. They were the brave souls who ventured out into the wilds, fighting against the outlaws and the aliens, trying to carve out a new future for themselves and their fellow survivors. They were the heroes of this dystopian post-apocalyptic world, and they would stop at nothing to protect what was left of their civilization. These were and are known as The Holdouts.

Worldwide, there are possibly millions of people left post-apocalypse. There is no actual number and census, but it is widely believed that only a few million people are still alive at this time.

THE OUTLAWS

DUST DEVILS

Dust Devils were a feared and reviled group of outlaws who roamed the wasteland, preying on the weak and stealing whatever they could get their hands on. They were a motley crew of thieves, murderers, and outcasts, united only by their desire for power and wealth.

The Dust Devils operated in small, fast-moving groups, striking quickly and disappearing just as quickly. They were expert raiders, plundering the supplies of the small communities that dotted the landscape. They were also skilled at ambushing travelers, robbing them of their possessions and often killing them without mercy.

But the Dust Devils were not just ruthless predators. They were also clever and resourceful, able to make use of whatever scraps of technology they could scavenge. They had a network of hidden hideouts and safe houses scattered across the wasteland, and they were always on the lookout for new recruits to join their ranks.
For those who lived in the wasteland, the Dust Devils were a constant threat, and many lived in fear of encountering them. But for some, the outlaws offered a chance at a different kind of life, one filled with excitement and danger. For these desperate souls, the Dust Devils offered the only hope of a future in a world gone mad.

OUTLAW HIERARCHY

Baron: At the top of the hierarchy is the leader of the outlaws, the Baron, who is a powerful and charismatic figure and commands the loyalty and respect of the rest of the gang. This leader is responsible for making strategic decisions, negotiating alliances and deals, and enforcing the rules of the gang.

Lieutenants: Below the leader are the lieutenants, trusted advisors and enforcers who act as intermediaries between the leader and the rest of the gang. These lieutenants are responsible for carrying out the leader's orders and enforcing discipline within the gang.

Rank and file members: Nickname: RAF's, Riff Raffs, Rats. Below the lieutenants are the rank and file members of the gang, who make up the majority of the outlaws. These members are responsible for carrying out the tasks assigned to them by the leader and the lieutenants, and they may also be involved in scouting, raiding, and other forms of predatory activity.

Associates: Below the rank and file members are the associates of the gang, who are not full-fledged members but who may work with the outlaws on a temporary or ad-hoc basis. These associates may be recruited for specific jobs or tasks, and they may be rewarded with a share of the loot or other benefits.

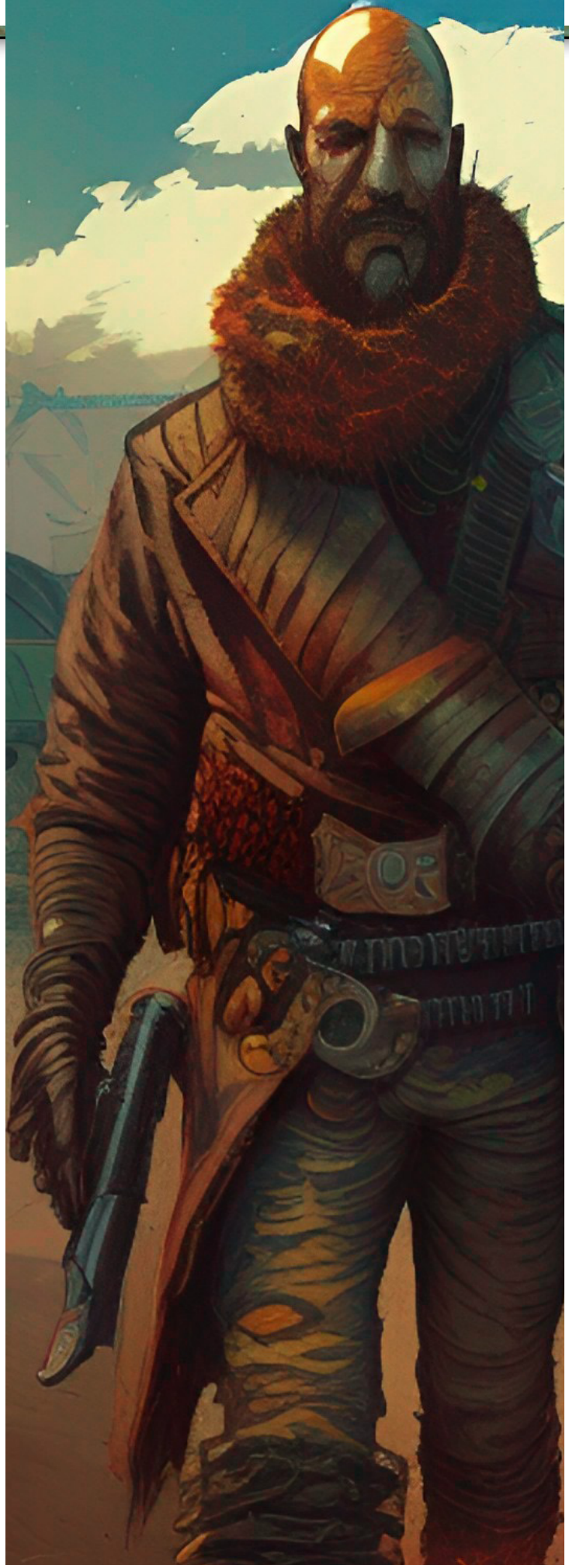
Hierarchy and social structure of the outlaws is likely to be fluid and dynamic, as different individuals rise and fall in power and influence based on their abilities and their loyalty to the gang.

THE BARON

The leader of the Dust Devils was a formidable figure known simply as “The Baron.” He is a tall, muscular man with cold, piercing green eyes and a scar that runs down the left side of his face. The Baron was a is of few words, but when he speaks, his voice carries the full weight of authority and command respect.

The Baron is a ruthless leader, feared by his own men and loathed by his enemies. He was a skilled fighter and a brilliant strategist, and he had built the Dust Devils into a formidable force. He cared nothing for the lives of others, and he was willing to do whatever it took to achieve his goals.

Despite his cruelty and his willingness to kill, there was something about The Baron that inspired loyalty in his men. They followed him blindly, convinced that he would lead them to victory, a more just future for the strongest of mankind, and the spoils that came with it.

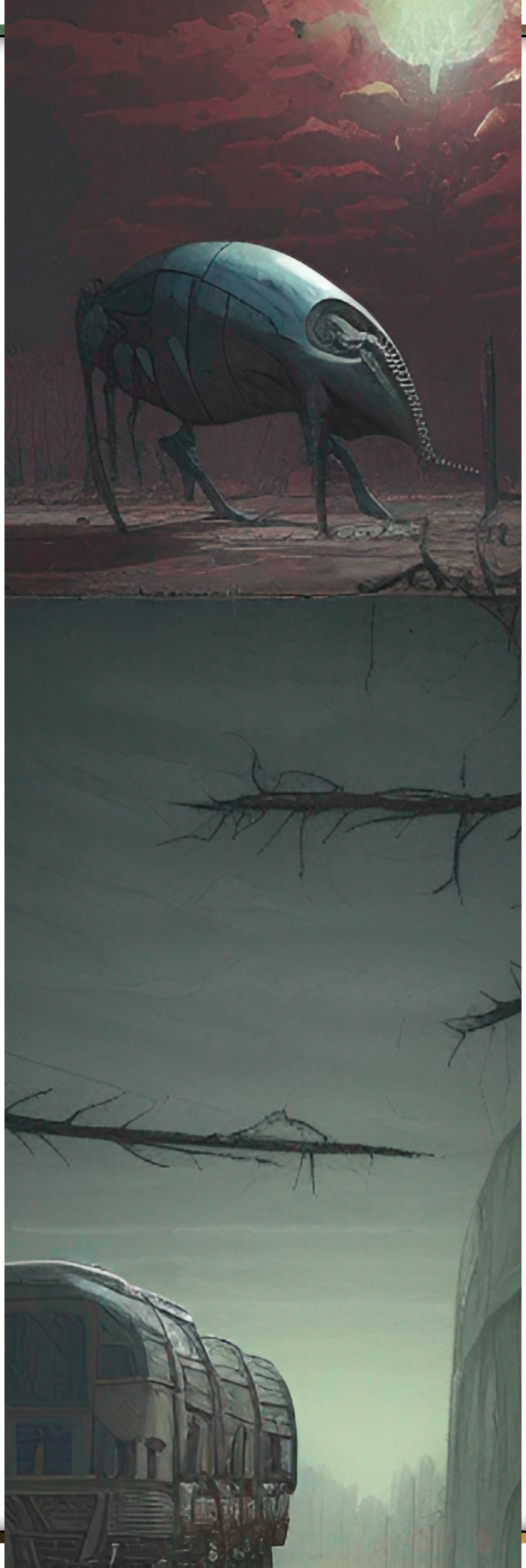


LAW DOGS

One slang term that the Outlaws use to refer to the Holdouts is “Law Dogs.” This term is used to mock the Holdouts’ adherence to a code of law and order, and to suggest that they are somehow inferior or subservient to the Outlaws. The Outlaws might see the Holdouts as a nuisance, a group of weaklings, or a threat, and they use this term to belittle or dismiss them.

Alternatively, the Outlaws might use a more derogatory or insulting term to refer to the Holdouts, such as “sheep” or “cowards.” These terms are used to suggest that the Holdouts are passive and weak, and that they deserve no place in the future of strength that the Outlaws aim to create.

The Outlaws’ slang phrases for the Holdouts are numerous and are likely to be disparaging and offensive, showing their animosity and disdain for the Holdouts and their way of life.



THE ALIENS

THE GREYS

The Greys were a race of alien beings that had arrived on earth after the “apocalypse”. They were a terrifying and malevolent force, feared by all who encountered them.

The Greys were of various shapes and sizes, with pale skin and elongated heads. They had large, glowing eyes that seemed to pierce through the darkness, and their mouths were filled with sharp, pointed teeth. They moved with a sinuous grace, their long limbs and fingers ending in sharp claws.

But it was not just their appearance that made the Greys so terrifying. They were also equipped with advanced technology and weaponry, and they were more than a match for any human who dared to stand against them. They were ruthless and relentless in their pursuit of their goals, and they had no mercy for those who got in their way.

The Greys were a constant threat to the humans who lived in the wasteland, and they were always on the lookout for new ways to assert their dominance. They were a formidable and frightening enemy, and they inspired fear and hatred in all who encountered them.

The typical Grey was a tall, thin creature that stood 7 feet tall and weighed around 150 pounds. The Greys were immensely powerful and nimble, able to move with lightning speed and easily overcome their opponents despite their thin and fragile-appearing physique. The astonishing toughness of their slim bodies allowed them to survive wounds that would have killed a human. Overall, the Greys were a strong and perilous foe who should not be underestimated.

A PLANET RAVAGED

The Greys came to earth in search of a new home. Their own planet had been ravaged by a series of natural disasters, and they were desperate to find a place to rebuild their civilization. When they stumbled upon earth, they saw a world that was already in ruins, but they also saw a glimmer of hope. Despite the challenges, they believed that they could make a new life for themselves in this strange and unfamiliar world.

At first, the aliens tried to peacefully coexist with the remaining humans. They offered to share their advanced technology and help rebuild the cities. Not everyone was welcoming of these strange visitors, and soon tensions began to rise. Some humans saw the aliens as a threat, and they began to attack them and drive them out of their communities. Humans, in their fear and paranoia, saw the Greys responsible for the cataclysmic events that led the world to its current state.

The aliens, in turn, began to defend themselves, using their superior technology to fight back against their attackers. And so, the conflict between humans and aliens escalated, until it became a full-fledged war. The fate of humanity hung in the balance, and it seemed that the aliens might emerge victorious. But in the end, it was the humans who persevered, driven by their fierce desire to survive and rebuild their world.

UNLIKE ANYTHING EVER

The aliens' spaceships are highly advanced and sophisticated, reflecting the high level of technological development of the aliens themselves. These spaceships would be a marvel to behold, and they would be unlike anything that has ever been seen on earth.

Size: The aliens' spaceships are quite large, as they need to be able to accommodate a crew and all of the equipment and supplies needed for a long journey through space. The spaceships are hundreds or even thousands of feet long, and they might be shaped like cylinders, discs, or other geometric shapes.

Technology: The aliens' spaceships are equipped with a wide range of advanced technologies, including propulsion systems, weapons systems, and sensors. The spaceships are able to travel at extremely high speeds and to navigate through the vastness of space with ease. They are also equipped with advanced shielding systems and other defensive measures to protect against the dangers of space travel.

Interior: The interior of the aliens' spaceships is highly sophisticated and technologically advanced. The spaceships have a variety of different compartments and areas, including living quarters, laboratories, control rooms, and other specialized areas. The spaceships also have artificial gravity, air recycling systems, and other features to make life on board more comfortable and sustainable.

After centuries of abandonment, most of the alien ships are now in a state of disrepair and are no longer functional. The advanced technologies and materials used in their construction have likely degraded over time, making it difficult or impossible to repair or restore them to their former capabilities. Additionally, many of these ships may have suffered damage from various sources, such as natural disasters, scavengers, or other external forces, further diminishing their usefulness. As a result, these ships have become little more than relics of a bygone era, with their once-advanced

technologies and capabilities now lost to the ages.

While no one understands exactly how the ships worked, it is generally believed that they utilize some sort of faster than light technology or wormhole creation utility.

FTL (faster-than-light) travel: It is likely that the aliens used some form of FTL (faster-than-light) travel in order to reach earth from their home planet or from other parts of the galaxy. FTL travel is a hypothetical method of traveling faster than the speed of light, and it is believed to be necessary for intergalactic travel, as it would take too long to travel between star systems at sublight speeds.

Wormholes: Another possibility is that the aliens use wormholes in order to reach earth. Wormholes are hypothetical shortcuts through space-time that would allow travelers to travel from one point in the universe to another almost instantaneously. Some scientists believe that wormholes might be possible, although they have not yet been observed or proven to exist.

FEAR + HATE

The aliens eventually became hostile towards humans for a number of reasons. Firstly, they saw humans as primitive and inferior beings, and they had little patience for their petty squabbles and paranoid, animalistic, selfish concerns. To some Greys, humans were nothing more than a nuisance, and they had no qualms about destroying them if it suited their purposes.

Secondly, the aliens had their own problems to deal with. They were a dying race, and they needed a new home to survive. When they stumbled upon earth, they saw it as an opportunity to rebuild their civilization, and they were willing to do whatever it took to make it happen.

There was also a significant cultural divide between the aliens and humans. The aliens were a technologically advanced civilization, with a deep understanding of science and technology. They saw the humans as barbaric and primitive, and they had little understanding of the ways in which humans lived. This cultural divide led to misunderstandings and conflicts, and eventually to open hostility between the two sides.

ALIEN TONGUES

One name humans have created for the language spoken by the Greys is “Etherian.” This name was chosen to reflect the otherworldly and alien nature of the Greys, and to suggest that their language is something that is beyond human understanding.

Etherian is a complex and sophisticated language that is unlike anything that humans have ever encountered. It is a tonal language, with a rich and varied range of pitches and inflections that convey different meanings and emotions.

To the human ear, Etherian sounds like a series of clicks, chirps, and trills, with a high-pitched, almost screeching quality. It is a fast-paced language, with a rapid-fire delivery that can be difficult for humans to follow.

Despite its alien and unfamiliar qualities, Etherian is a highly expressive language, with a rich vocabulary and a complex system of grammar. It is capable of expressing a wide range of emotions and concepts, from joy and excitement to anger and frustration.

GREY DIET

It is somewhat of a mystery as to how aliens would survive in the post-apocalyptic wasteland, as their biology and physiology may be significantly different from that of humans. However, it is possible that they might have developed adaptations or mechanisms that allow them to thrive in this harsh and challenging environment.

One possible way that aliens are believed to survive in the wasteland is by being able to extract nutrients and energy from sources that are not available to humans. For example, they might be able to survive on a diet of rock, sand, or other inorganic materials, or they might be able to extract energy from sources such as radiation or electricity. Alternatively, they might have evolved to be able to consume and digest materials that are toxic or poisonous to humans, such as poison ivy or heavy metals.

Another way that aliens might survive in the wasteland is by being able to withstand extreme temperatures, radiation, or other environmental hazards. They might have developed thick, protective skin, or they might have internal mechanisms that allow them to regulate their body temperature or detoxify harmful substances.

GREY REPRODUCTION

It is not clear exactly how the Greys might reproduce, as their biology and physiology are significantly different from that of humans. However, it has been discovered that they might have developed two unique reproductive mechanisms or processes that are not found in humans.

One way that Greys reproduce is by using asexual reproduction, which is a type of reproduction that does not involve the fusion of gametes or the exchange of genetic material. Instead, asexual reproduction involves the production of offspring that are genetically identical to the parent, and it can occur through processes such as budding, fragmentation, or binary fission.

Another way found by some Greys reproduce is by using parthenogenesis, which is a type of reproduction that involves the development of offspring from unfertilized eggs. Parthenogenesis can occur in some species of insects, reptiles, and amphibians, and it may involve the activation of the egg without the need for fertilization by sperm.

THE HOLDOUTS

EXISTING AND ENDURING

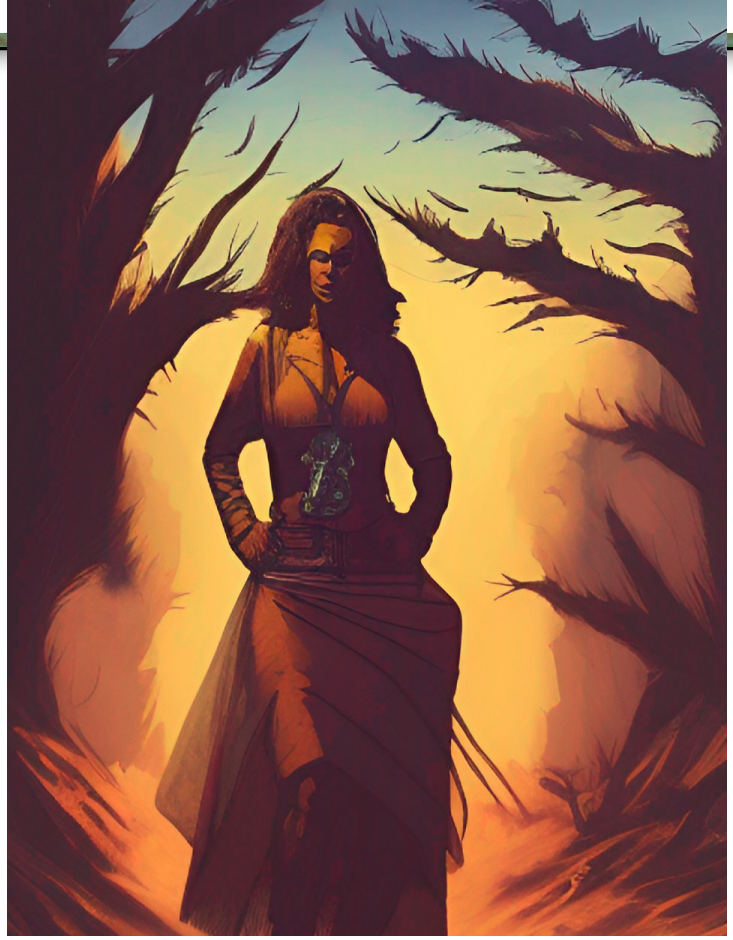
The Holdouts were a group of humans who had managed to survive the apocalypse and the subsequent wars with the aliens. They were a tough and resilient bunch, driven by their determination to rebuild their world and create a better future for themselves and their fellow survivors.

To fight off the outlaws and the aliens, the Holdouts had developed a number of strategies.

Firstly, they had formed strong, tight-knit communities that were able to defend themselves against attacks. They had fortified their settlements with walls and other defenses, and they had trained their own soldiers to protect them.

Secondly, the Holdouts had also learned to make use of whatever resources were available to them. They were skilled scavengers, able to find and repurpose the scraps of technology that littered the wasteland. They were also adept at using the natural resources of the land, such as growing their own food and finding clean water.

Finally, the Holdouts were also able to rely on their own resourcefulness and determination. They were fiercely independent people, and they were not afraid to take on the outlaws and the aliens head-on. They were willing to fight for what they believed in, and they were not afraid to die for their cause. Overall, it was the combination of these factors that allowed the Holdouts to fight off both the outlaws and the aliens.



LACY HARLOWE

The leader of the Holdouts, Lacy Harlowe, was a formidable woman known as “The General.” She was a tall and imposing figure, with piercing blue eyes and a head of short, cropped hair. She was a skilled fighter and a brilliant strategist, and she had a reputation for being fearless and uncompromising in the face of danger.

Lacy was a leader who inspired loyalty and respect in her fellow Holdouts. She was tough and demanding, but she was also fair and just, and she was deeply committed to the well-being of her community. She was a woman of action, willing to take on the outlaws and the aliens head-on herself if it meant protecting her people.

Despite the dangers that she faced every day, Lacy remained optimistic and determined. She was convinced that, with the help of her fellow Holdouts, they could create a better future for themselves and their fellow survivors. And so, she led her people into battle, always ready to face whatever dangers the wasteland might throw their way.

Lacy's direct great-great-grandchildren are all fiercely ambitious and determined to prove themselves as the rightful heir to the new unformed nation of Holdouts. They each have their own followers, who are loyal to their chosen leader and will go to great lengths to defend them.

The first grandchild, Kyle, is a charismatic and charming leader who is well-liked by his followers. He is known for his ability to persuade others to see things his way, and his settlement is a bustling hub of trade and commerce.

The second grandchild, Rachel, is a tough and practical leader who values efficiency above all else. She is known for her no-nonsense approach to problem-solving, and her settlement is a well-organized, well-trained, and well-disciplined community.

The third grandchild, Ethan, is a visionary and idealistic leader who is always looking for ways to improve the lives of his people. He is known for his innovative ideas and his settlement is a thriving hub of technology and progress.

The fourth grandchild, Sarah, is a compassionate and caring leader who is deeply concerned about the welfare of her people. She is known for her kindness and generosity, and her settlement is a place of hope and healing for those in need.

Despite their differences, the four grandchildren all share a fierce determination to prove themselves as the rightful leader of the holdouts. However, their rivalries can sometimes turn violent, as each grandchild is willing to do whatever it takes to come out on top.

HOLDOUT GOVERNMENT

The Holdouts' system of government is designed to be democratic, transparent, and accountable, and it is intended to serve the needs and interests of the community as a whole. It is flexible and adaptable, as it evolves and responds to the changing needs and challenges of the wasteland.

Council of Elders: At the top of the government is the Council of Elders, a group of respected and influential figures who are responsible for making key decisions and setting the direction of the community. The Council of Elders is made up of leaders from different fields and sectors, such as science, medicine, agriculture, and defense.

Executive branch: Below the Council of Elders is the executive branch of the government, which is responsible for implementing the decisions of the Council and overseeing the day-to-day operations of the community. The executive branch is headed by an elected leader who serves as the chief executive of The Holdouts.

Legislative branch: Below the executive branch is the legislative branch of the government, which is responsible for making laws and regulations that govern the community. The legislative branch is made up of representatives from different sectors of the community, and it is responsible for ensuring that the laws and regulations are fair and just.

Judicial branch: Below the legislative branch is the judicial branch of the government, which is responsible for interpreting and enforcing the laws and regulations of the community. The judicial branch is made up of judges and other legal experts who are responsible for hearing disputes and cases, and for rendering decisions based on the laws and principles of the community.

WORK, WORK

Holdouts rely on a wide range of skills and professions to meet their basic needs and to build a better future in the wasteland. In addition to the jobs listed below, there may be many other important roles and professions in the Holdouts, such as carpenters, blacksmiths, engineers, soldiers, and more.

Farmer: One of the most important jobs in the Holdouts is farming, which involves growing crops, raising livestock, and managing the irrigation and fertilization of the land. Farmers are responsible for producing food for the community, and they may also be involved in food processing, preservation, and distribution.

Scientist: Another important job in the Holdouts is scientific research, which involves studying the natural world, experimenting with new technologies, and seeking solutions to the problems and challenges facing the community. Scientists may work in a variety of fields, including biology, chemistry, physics, and engineering.

Healer: A third important job in the Holdouts is healing, which involves providing medical care and support to the community. Healers may be doctors, nurses, or other medical professionals who are responsible for diagnosing and treating injuries and illnesses, and for providing preventive care and support to the community.

Teacher: A fourth important job in the Holdouts is teaching, which involves educating and instructing the younger generation. Teachers may be responsible for designing and delivering educational programs, and for helping students to develop their knowledge, skills, and values.

THE GHOST

The legend of "The Ghost" was known throughout the wasteland. She was a mysterious Holdout who was said to be able to move unseen and unheard through the dust and debris of the wasteland. When the Dust Devils threatened the safety of her village, The Ghost took them down single-handedly.

According to legend, The Ghost was out gathering supplies when she stumbled upon the Dust Devils as they were attempting to fortify a ruined supermarket near her village. The Ghost was not afraid. She drew her bow and arrow, and took down the first Dust Devil with a single shot from what seemed like two football fields away as he was mounting an iron door to a gate.

The other Dust Devils were taken by surprise, desperately attempting to locate her and scrambling to defend themselves. The Ghost was simply too fast. She moved like an apparition, her movements almost imperceptible as she took down one Dust Devil after another with a small hatchet and skinning knife. When the dust had settled, The Ghost stood victorious, her bloodied weapons in hand, clothes painted red, and the Dust Devils lying at her feet.

The legend of The Ghost spread like wildfire through the wasteland, and she became a hero to the Holdouts. They hailed her as a defender of their community, and they whispered her name with fear and respect. To this day, The Ghost remains a legend in the wasteland, a symbol of hope and bravery in the face of danger.

A DAY IN THE LIFE

Hard work, danger, and constant vigilance.

The Holdouts are a community of survivors who have banded together to protect themselves from the dangers of the wasteland, and their lives are shaped by the constant threat of raiders, Outlaws, and Aliens.

A typical day for a Holdout might begin with a dawn patrol, in which a group of Holdouts would venture out into the wasteland to search for food, water, and other resources. This would be a risky and dangerous task, as the wasteland is filled with hazards and hostile creatures.

After returning from the dawn patrol, the Holdouts might spend the rest of the day tending to their community and preparing for the dangers that might lie ahead. They might work to repair and maintain their defenses, or they might spend their time training and practicing their combat skills.

Throughout the day, the Holdouts would be on constant alert, ready to defend their community against any threats that might arise. They would also be required to follow strict rules and regulations, in order to maintain order and discipline within their community.

A day in the life of a Holdout would be hard and challenging, but it would also be filled with a sense of purpose and solidarity.

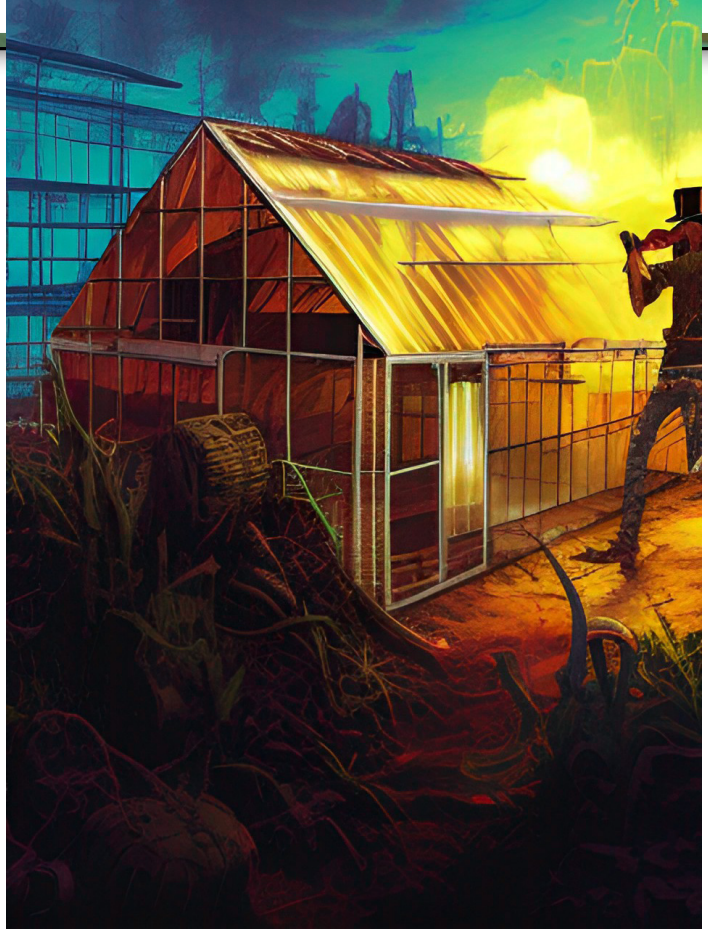
CROPS

There are many different ways in which the Holdouts grow crops in this post-apocalyptic world, and the method they choose would depend on their resources and expertise:

Greenhouses: Greenhouses are structures that are designed to create a controlled environment for growing plants. They might be used by the Holdouts to grow crops in the wasteland, as they would allow them to regulate temperature, light, and moisture levels in order to create optimal growing conditions. Greenhouses could be built using materials like plastic, glass, or metal, and they could be powered by solar panels or other renewable energy sources.

Hydroponics: Hydroponics is a method of growing plants using nutrient-rich water instead of soil. This method could be used by the Holdouts to grow crops in the wasteland, as it would allow them to cultivate plants in areas where soil quality is poor or non-existent. Hydroponics systems could be set up using a variety of different methods, such as nutrient film technique (NFT), deep water culture (DWC), or aeroponics.

Vertical farming: Vertical farming is a method of growing crops in stacked layers, using artificial light and hydroponics to create optimal growing conditions. This method could be used by the Holdouts to grow crops in the wasteland, as it would allow them to use space efficiently and to grow a wide variety of crops in a small area. Vertical farming systems could be set up using shelves or racks, and they could be powered by renewable energy sources.



LIFE EXPECTANCY

The average life expectancy for a Holdout or an Outlaw in this post-apocalyptic world would likely be significantly lower than it would be in a more stable and secure environment due to the harsh and dangerous conditions of the wasteland. There are many factors that could impact life expectancy in this world, such as access to food and water, exposure to hazardous conditions, and the threat of violence and conflict.

Holdouts might have a slightly higher life expectancy than Outlaws, as they would likely have better access to resources and support, and they might be more likely to follow safety protocols and practices. However, their life expectancy would still be far lower than it would be in a more stable and secure environment.

Outlaws, on the other hand, might have a lower life expectancy due to their dangerous and reckless lifestyle. They might be more likely to take risks and engage in risky behaviors, and they might have less access to medical care and other resources.

NEW HOPE

“New Hope.”

This name was chosen to reflect the resilience and determination of the people who live in the city, and to suggest that they are working to build a better future for themselves in the face of great challenges and adversity. Its population is relatively small, numbering in the thousands.

Located in a relatively fertile and resource-rich region, New Hope has become a hub of trade and commerce, attracting people from all over the wasteland who are seeking a better life.

From the outside, New Hope looks like a fortified oasis in the midst of the desolate wasteland. The city is surrounded by high walls and fortified gates, which are guarded by well-trained and equipped military forces. The walls are adorned with colorful murals and graffiti, which reflect the creativity and resilience of the city’s citizens.

Inside the walls, New Hope is a bustling and vibrant city that is teeming with life. The city is divided into several districts, each of which has its own character and flavor. The downtown district is the commercial and cultural heart of the city, and it is home to a variety of shops, restaurants, theaters, and other entertainment venues. The residential districts are home to a mix of housing styles and sizes, ranging from small cottages to larger apartments and mansions. The city is also home to several parks and gardens, which provide green spaces for recreation and relaxation.

The combination of strong defenses, good governance, a strong economy, and an active community helps to make New Hope the safest city in the wasteland.

Strong defenses: One reason why New Hope is the safest city in the wasteland is that it has strong defenses against external threats, such as outlaws, aliens, and mutated beasts. The city is surrounded by high walls and fortified gates, and it is guarded by well-trained and equipped military forces who are responsible for maintaining order and protecting the citizens.

Good governance: Another reason why New Hope is the safest city in the wasteland is that it has a well-functioning system of governance that is based on the rule of law. The city is governed by a council of elected officials who are responsible for making laws and regulations, and it has a well-organized and efficient system of police, courts, and other legal institutions that are responsible for enforcing the law and maintaining order.

Strong economy: A third reason why New Hope is the safest city in the wasteland is that it has a strong and diversified economy that is based on trade and commerce. The city is home to a variety of businesses and industries, including agriculture, manufacturing, and services, which provide jobs and opportunities for its citizens and support the development of the community.

Active community: A fourth reason why New Hope is the safest city in the wasteland is that it has an active and engaged community of citizens who are committed to working together to build a better future. The citizens of New Hope are involved in a variety of civic and social organizations and activities, which help to foster a sense of community and belonging, and to build social capital and resilience.

THE SIX TENETS

These seven basic laws are designed to maintain order and harmony within the Holdout civilization, and they are expected to be followed and obeyed by all members of the community.

The first law of the holdouts is the law of respect. This law requires that all holdouts respect the rights and dignity of others, and that they refrain from violence or aggression towards their fellow holdouts.

The second law of the holdouts is the law of property. This law requires that all holdouts respect the property of others, and that they do not steal or damage the possessions of their fellow holdouts.

The third law of the holdouts is the law of cooperation. This law requires that all holdouts work together and contribute to the common good of the community, and that they support and assist their fellow holdouts in times of need.

The fourth law of the holdouts is the law of fair play. This law requires that all holdouts play fair and abide by the rules of any games or contests, and that they refrain from cheating or engaging in unfair practices.

The fifth law of the holdouts is the law of honesty. This law requires that all holdouts be honest and truthful, and that they do not deceive or mislead their fellow holdouts.

The sixth law of the holdouts is the law of justice. This law requires that all holdouts seek justice and fairness, and that they hold accountable those who break the laws of the holdouts.

RESPECT - PROPERTY - COOPERATION
FAIR PLAY - HONESTY - JUSTICE

THE APOCALYPSE

ARMAGEDDON

It has been approximately 250 years since the apocalypse happened. In the two and a half centuries that have passed since the disaster, the world has changed dramatically, and the survivors have had to adapt to a harsh and unforgiving environment that is full of danger, uncertainty, and despair.

In the years following the apocalypse, the survivors had to struggle to rebuild their lives and their communities in the midst of chaos and destruction. They had to find shelter, food, and other basic necessities, and they had to defend themselves against a variety of threats, including Outlaws, Aliens, and mutated beasts.

As the years passed, some of the survivors managed to create new settlements and communities that offered safety, security, and the chance to build a better future. These communities became the seeds of a new civilization, and they provided the foundation for the Holdouts, the Outlaws, and the other groups that now populate the wasteland.

Despite the challenges and hardships that they have faced, the survivors of the apocalypse have shown great resilience and determination, and they have managed to create a new world that is full of hope, opportunity, and possibility. While the world of the wasteland is far from perfect, it is a place where people can live, love, and pursue their dreams, and it is a place where the human spirit can thrive.

These legends offer different explanations for the cause of the apocalypse, and each one reflects the fears, hopes, and beliefs of the people who tell them. Some of these legends may be closer to the truth than others, but the true cause of the apocalypse may never be known.

The Great Betrayal: According to this legend, the apocalypse was caused by the betrayal of a small group of powerful leaders who had secretly conspired to destroy the world. These leaders were driven by greed, envy, and other dark motives, and they used their influence and wealth to bring about the end of the world.

The End of Days: This legend holds that the apocalypse was the fulfillment of an ancient prophecy that foretold the end of the world. According to this legend, the apocalypse was a divine judgment on humanity, brought about by the wickedness and sins of the people.

The Great Experiment: According to this legend, the apocalypse was caused by a group of scientists who were conducting a secret experiment that went horribly wrong. The scientists had been playing with forces that they did not fully understand, and their reckless experimentation unleashed a chain of events that led to the end of the world.

The Great War: This legend suggests that the apocalypse was caused by a global conflict that escalated into a full-scale nuclear war. According to this legend, the world was torn apart by rivalries, hatreds, and other petty squabbles, and the leaders of the world were unable to prevent the descent into darkness.

WHY DOES NO ONE KNOW?

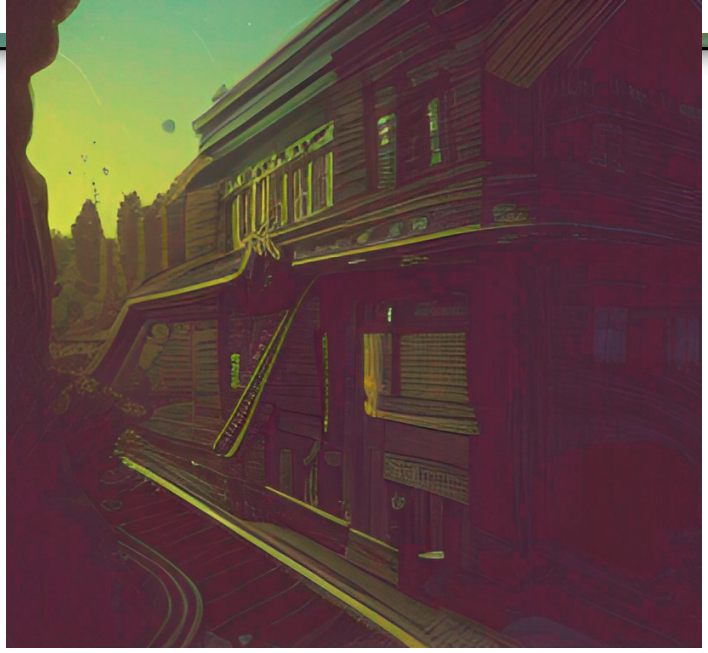
There are many possible reasons why the information about the event that caused the apocalypse might have been lost. Here are a few possible explanations:

Information overload: In the chaos and confusion that followed the apocalypse, there was so much information being transmitted and received that it was difficult for people to process and retain it all. As a result, some of the details about the event may have been lost or forgotten.

Physical destruction: The apocalypse may have caused widespread physical destruction that made it difficult or impossible to access records and documents that contained information about the event. For example, government buildings, libraries, and other places that might have held records about the event may have been destroyed, making it difficult to gather information about what happened.

Psychological trauma: Many people who experienced the apocalypse may have suffered from severe psychological trauma, which made it difficult for them to remember or communicate what happened. This could have resulted in a lack of reliable information about the event.

Disinformation: In the aftermath of the apocalypse, different groups may have had different agendas and may have sought to manipulate or obscure the truth about the event. This could have resulted in a lack of accurate information about what happened.



THE WASTELAND

DUST BOWL

The post-apocalyptic wasteland is a harsh and unforgiving place, where danger and uncertainty lurk around every corner. The land is scarred by the ravages of war and environmental degradation, and it is dotted with the ruins of civilizations that have long since fallen.

The sky is gray and overcast, and the air is thick with the smell of smoke and the taste of ash. The ground is dry and cracked, and it is dotted with the skeletons of plants and animals that have been killed by the scorching sun or the choking dust.

In the distance, the ruins of cities and towns can be seen, their once-great buildings now reduced to rubble and decay. The streets are empty and silent, and the only signs of life are the scavengers and predators that roam the wasteland, searching for food and shelter.

Despite the challenges and dangers of the wasteland, there are pockets of hope and resilience scattered throughout the land. Small communities of survivors have carved out a precarious existence in the ruins, banding together to protect themselves and each other from the dangers that lurk in the shadows.

BLUE DUST

In this world, the most valuable commodity is a rare and obscure resource known as “Blue Dust.” Blue dust is a glowing, shimmering substance that was found only in a few scattered locations across the wasteland. It was highly prized for its unique properties, which made it an essential component in many of the advanced technologies used by both humans and aliens.

The blue dust was highly sought after by both sides, and it was often the cause of fierce battles and conflicts. The outlaws and the aliens would stop at nothing to get their hands on it, and they were willing to pay exorbitant sums for even a small amount.

For the Holdouts, the blue dust was a source of great wealth and power. They were able to trade it to other settlements in exchange for much-needed supplies and resources. But it was also a dangerous commodity, one that attracted the attention of those who would do anything to get it. The Holdouts had to be constantly on guard, always ready to defend their precious blue dust from those who would take it from them.

SUPERPOWERS?

The blue dust has a number of unusual properties that make it valuable and sought after. For one thing, it is highly psychoactive, and it can produce intense hallucinations and other altered states of consciousness when it is ingested. Some people believe that the Blue Dust can even give them access to other dimensions or realms of reality, and they use it for spiritual or transcendental purposes.

In addition to its psychoactive properties, the blue dust is also rumored to have a number of other benefits. Some people claim that it has healing properties, and that it can help to cure various diseases or ailments. Others believe that it can enhance physical strength, agility, or other physical abilities, and that it can give people superhuman powers.

Despite its many supposed benefits, the blue dust is also highly dangerous and can have serious negative side effects. Some people who use it excessively may experience psychosis, hallucinations, or other mental health problems, and it can even be fatal in large doses. Despite these risks, many people are willing to take the risk in order to experience the blue dust’s potent effects.

The Blue Dust was a mysterious and powerful resource that had been the cause of much conflict and intrigue in the wasteland. Its origins were shrouded in mystery, and there were many theories about where it came from and how it had come to be.

One theory was that the blue dust was the result of a strange and powerful energy that had been unleashed during the apocalypse. According to this theory, the energy had seeped into the ground and mutated the local flora and fauna, giving rise to the shimmering blue substance.

Another theory was that the blue dust was actually an alien substance, brought to earth by the mysterious creatures that had arrived on the planet after the apocalypse. According to this theory, the blue dust was a byproduct of the aliens’ advanced technology, and it was the source of their incredible power and abilities.

A third theory was that the blue dust was a natural substance that had always existed on earth, but had been hidden deep underground until the apocalypse had caused it to rise to the surface. This theory held that the blue dust was a rare and ancient mineral, imbued with extraordinary properties that had yet to be fully understood.

No matter its true origins, the blue dust remained a mystery and a source of fascination for those who lived in the wasteland. And as long as it existed, it would continue to be a source of conflict and danger for those who sought to control it.

TOO MUCH OF A GOOD THING

One horrific, negative side effect of using too much blue dust in this is a condition called "blue fever." Blue fever is a terrible and deadly condition that is caused by the overuse of blue dust, and it is a warning to those who seek to use this substance recklessly or without caution.

Symptoms of blue fever include fever, chills, body aches, and severe fatigue. As the illness progresses, patients may develop a rash or other skin lesions, and they may experience difficulty breathing, chest pain, and other serious respiratory symptoms.

In severe cases, blue fever can lead to organ failure, coma, and death. Even those who survive blue fever may suffer from long-term health effects, such as weakened immune systems, cognitive impairment, and other serious complications.

BLUE RADICALS

There is a small but devoted group of people who worship blue dust and believe that it is a powerful and transformative force. These people, known as "Blue Radicals," believe that exposure to blue dust can grant them special powers and abilities, and that it can help them to achieve a higher level of enlightenment.

To the Blue Radicals, blue dust is a sacred and holy element, and they believe that it has the power to purify and transform those who are exposed to it. They see themselves as the chosen ones, and they believe that their mission is to spread the gospel of blue dust to the rest of the world.

The radicals are a controversial and divisive group, and they are often met with skepticism and hostility by those who do not share their beliefs. Some see them as dangerous and misguided, while others view them as a source of hope and inspiration in a world that has been ravaged by disaster.

Despite their controversial reputation, the radicals remain steadfast in their devotion to blue dust, and they are willing to brave great dangers and hardships in order to spread their message and bring enlightenment to the world.

KNIGHTS OF THE APOCALYPSE

A feared religious zealot order exists and is known as the “Knights of the Apocalypse.” This order is made up of fanatical believers who see themselves as the guardians and protectors of humanity in a time of great crisis and danger.

The Knights of the Apocalypse are feared by holdouts and outlaws alike, as they are known for their brutal and ruthless tactics. They see themselves as fighting a holy war against the forces of darkness and evil, and they are willing to go to great lengths to defend their beliefs and their way of life.

The Knights of the Apocalypse are equipped with a variety of medieval-style weapons and armor, and they have a strict code of conduct that is based on chivalry and honor. They see themselves as being bound by a higher calling, and they are willing to make great sacrifices in the name of their cause.

Forced conversion: The Knights of the Apocalypse are known for their aggressive evangelism, and they are willing to use force to try to convert people to their faith. This might involve beating, torturing, or otherwise coercing people into accepting their beliefs.

Executions: The Knights of the Apocalypse are not afraid to use capital punishment, and they have been known to execute people who do not adhere to their strict codes of conduct. These executions might be carried out in public, as a means of intimidation, or they might be carried out in private, as a means of silencing dissent.

Kidnapping: The Knights of the Apocalypse have been known to kidnap people, especially children, in order to use them as leverage or as propaganda tools. They might threaten to harm or kill the hostages unless their demands are met, or they might use them as props in their propaganda campaigns.

Torture: The Knights of the Apocalypse are known for their brutal interrogation techniques, and they are not afraid to use torture to extract information or to punish people who defy their authority. They might use a variety of methods, including waterboarding, electric shock, or other forms of physical and psychological torture.

KNIGHTS MANTRA

“By the power of the The Almighty, we stand strong
Against the enemies of our faith, we shall not falter
For we are the chosen ones, the warriors of the end of days
We are candles amid the darkness, and we shall prevail”

This mantra is designed to be both inspirational and intimidating, and it reflects the Knights of the Apocalypse’s belief that they are the chosen ones, destined to bring about order in the wasteland. It is intended to inspire loyalty and devotion among the Knights, and to strike fear into the hearts of their enemies.

The mantra is heavily influenced by biblical language and themes, and it borrows heavily from the language and imagery of the Book of Revelation, the final book of the New Testament. It speaks of the apocalypse as a divinely ordained event, and it casts the Knights of the Apocalypse as the guardians of the faith and the instruments of God’s will.

HAS GOD ABANDONED US?

Religion is likely to be an important and influential force, and it is likely to shape the way that people view the world and their place in it. It may offer a sense of hope and purpose in a difficult and dangerous environment, and it may provide a sense of community and connection with others who share similar beliefs.

At the same time, religion may also be a source of conflict and division in the wasteland, as different groups may have different beliefs and practices. Some may see their religion as the one true faith, and they may view other religions with suspicion or hostility. Others may be more open-minded and accepting of different beliefs, and they may seek to find common ground and cooperation with those who hold different views.

THE WAY OF THE WASTES

One religion based on this post-apocalyptic wasteland is called "The Way of the Wasteland." This religion is based on the belief that the wasteland is a harsh and unforgiving place, and that the only way to survive and thrive in it is through strength, determination, and resilience.

The Way of the Wasteland teaches that the wasteland is a test of one's character and fortitude, and that those who are able to adapt and overcome its challenges will be rewarded with strength and purpose. The religion encourages its followers to embrace the hardships of the wasteland as opportunities for growth and self-improvement, and to view suffering and hardship as a necessary part of life.

The Way of the Wasteland also teaches that the wasteland is a place of great spiritual significance, and that it is home to powerful forces and energies that can be harnessed and channeled by those who are attuned to them. Followers of this religion would believe that the wasteland is a place of great mystery and wonder, and that it holds the keys to unlocking the full potential of the human spirit.

CONFLICTS OF INTEREST

There are many potential sources of conflict between the Holdouts, the aliens, and the outlaws, and it is likely that they will continue to struggle and fight against each other in the harsh and dangerous wasteland.

Competition for resources: The wasteland is a harsh and unforgiving place, and all three groups are constantly struggling to find the resources they need to survive. This can lead to conflict as they compete for the limited resources that are available, such as food, water, and shelter.

Territorial disputes: Each group might have its own territories and areas of control, and conflicts can arise when one group encroaches on the territory of another. This could lead to skirmishes and open warfare as each side tries to defend its territory.

Ideological differences: The Holdouts, the aliens, and the outlaws might have different ideologies and ways of life, and these differences can lead to conflicts and misunderstandings. For example, the Holdouts might see the aliens as a threat to their way of life, while the outlaws might see the Holdouts as a threat to their freedom.

Personal vendettas: Conflict can also arise as a result of personal grudges and vendettas. For example, an outlaw might have a personal beef with a member of the Holdouts, or a member of the Holdouts might harbor a grudge against an alien. These personal conflicts can escalate into larger-scale conflicts between the groups.

THE WASTELANDER

One common means of transportation is a rugged and powerful vehicle known as the "Wastelander." The Wastelander is a heavily modified truck or SUV, designed to withstand the harsh conditions of the wasteland. It has reinforced armor to protect against attacks, and it is equipped with off-road tires and a powerful engine to navigate the rough terrain.

The Wastelander is a versatile and reliable vehicle, capable of carrying large loads and traversing long distances. It is a common sight in the wasteland, used by both the Holdouts and the outlaws to transport supplies and personnel.

IRON HORSE

One nickname for motorcycles is "Iron Horses." This nickname was chosen to reflect the fact that motorcycles are made from metal, and to suggest that they are powerful and agile vehicles that are well-suited to the harsh and dangerous conditions of the wasteland.

Alternatively, the motorcycles could be called "scrap hogs," "steel beasts," or "mechanical mares," depending on the specific characteristics and traits that they exhibit. These nicknames could be chosen to emphasize the strength and durability of these vehicles, their ramshackle and patchwork nature, and to suggest that they are powerful and formidable machines that are capable of taking on even the most challenging of tasks.

GAS

Gas is still a valuable and useful resource for powering equipment. Obtaining gas to power the Wastelander, Iron Horse, and other vehicles is likely a difficult and risky task, and it was something that required a lot of ingenuity and resourcefulness.

One way that people have obtained gas is by scavenging it from abandoned gas stations and vehicles. These resources are often heavily guarded, as they are a valuable source of fuel for those who knew where to find them. People also have traded other goods and services in exchange for gas, or they have simply stolen it from their enemies.

Another method is that people have found ways to refine and produce their own gas. This is done using a variety of methods, such as converting biomass into fuel or using advanced chemical processes to create gasoline. However, these methods would likely require a lot of resources and expertise, and they might not be practical for everyone.

SYNTHETICS

Synthesizing gasoline would likely be a complex and resource-intensive process, and it would require a significant investment of time, resources, and expertise. It is possible that some people in this world might be able to develop the necessary skills and resources to synthesize gasoline, but it would likely be a relatively rare and specialized activity.

Gasification: Gasification is a process that involves breaking down organic matter, such as biomass, into a synthesis gas (syngas). This syngas can then be converted into gasoline using a process called the Fischer-Tropsch process.

Electrolysis: Electrolysis is a process that involves using electricity to split water into hydrogen and oxygen. The hydrogen can then be used to synthesize gasoline using the Fischer-Tropsch process.

Catalytic conversion: Catalytic conversion is a process that involves using a catalyst to convert natural gas or other hydrocarbons into gasoline. This process is typically used on an industrial scale, and it would require specialized equipment and expertise.

GAS WRANGLERS

A slang term for someone who knows how to make gas is a “gas wrangler.” This term can be used to describe someone who is skilled at finding and obtaining gas, or who is able to synthesize it using one of the methods described earlier. A gas wrangler is someone who is highly valued in this world, as their skills and knowledge would be essential for powering the vehicles that were needed to survive in the wasteland.

Both the Outlaws and the Holdouts likely view gas wranglers as valuable and highly sought-after individuals. In this world, gas is a precious and essential resource, and those who know how to obtain or synthesize it would have a great deal of power and influence.
The Outlaws see gas wranglers as valuable allies or partners, someone they could trade with or hire to help them get the fuel they needed to power their vehicles and weapons. They might also try to capture or kidnap gas wranglers, in order to force them to produce fuel for them.

The Holdouts, on the other hand, see gas wranglers as valuable members of their community. They might offer them protection and support in exchange for their skills and knowledge, and they might work to establish mutually beneficial relationships with them. However, they might also be wary of gas wranglers who were perceived as being too closely aligned with the Outlaws, and they might view them with suspicion and distrust.

WASTELAND WEAPONRY

There are likely to be a variety of different weapons in use. Some of the most common weapons might include:

Firearms: Firearms are likely to be among the most common weapons in this world. They are portable, easy to use, and deadly at long range. Firearms might include handguns, rifles, and shotguns, and they could be used by humans in the wasteland.

Blades: Blades are another common type of weapon in this world. They might include knives, swords, and other edged weapons, and they could be used for close-quarters combat or for stealthy assassinations. Blades are quiet and easy to conceal, and they are effective against both humans and aliens.

Explosives: Explosives, such as grenades and mines, are another type of weapon that might be commonly used in this world. They are powerful and destructive, and they can be used to take out large groups of enemies or to breach fortified positions. However, they are also loud and unwieldy, and they can be dangerous to use.

Bows and arrows: Bows and arrows are a more primitive type of weapon, but they are still effective and efficient. They are quiet and accurate, and they can be used to take out enemies from a distance without alerting others. Bows and arrows might be used by both the Holdouts and the Outlaws, and they could be effective against both humans and aliens. They are also essential for use in hunting.

BARTER

Barter is a simple and ancient system of exchange, in which goods and services are traded directly, without the use of money. This system is used by the Holdouts and the Outlaws, who trade goods and services with each other in order to obtain the things they need. For example, a Holdout might trade sheep for a bag of rice, or an Outlaw might trade a gallon of gas for medical treatment.

BEASTS OF THE FIELD

One nickname for the mutated beasts is “the horrors.” This nickname was chosen to reflect the terrifying and dangerous nature of these creatures, and to suggest that they are something to be feared and avoided.

The mutated beasts could also be called “the freaks,” “the monsters,” or “the abominations,” depending on the specific characteristics and traits that they exhibit. These nicknames could be chosen to emphasize the otherworldly or unnatural nature of these creatures, and to suggest that they are not like anything that has ever been seen before.

One nickname for the radioactive creatures in this wasteland is “the glowing ones.” This nickname was chosen to reflect the fact that these creatures are radioactive and emit a faint glow as a result. It is also chosen to suggest that these creatures are something to be feared and avoided, as their radiation could be harmful to humans and other animals.

The radioactive creatures are also known as “the rads,” “the hots,” or “the nukes,” depending on the specific characteristics and traits that they exhibit. These nicknames emphasize the radioactive nature of these creatures and to suggest that they are highly dangerous and toxic.

Toxic predators: Some animals have adapted to living in areas where the air and water are contaminated, and they have developed toxic or venomous defenses as a result. These toxic predators are highly dangerous, and they pose a significant threat to humans and other animals who venture into their territory.

The toxic predators are also called “the poisoners,” “the venomancers,” or “the toxicants,” depending on the specific characteristics and traits that they exhibit. These nicknames are chosen to emphasize the toxic or venomous nature of these creatures and to suggest that they are highly dangerous and deadly.

MODERN BARDS

Storytellers and bards are likely to be seen as important figures because they serve as the keepers of history and culture. In a world that has been devastated by disaster, much of the knowledge and history of the past may have been lost, and it is the role of the storytellers and bards to preserve and transmit this knowledge to future generations.

Storytellers and bards may also be important because they provide a sense of entertainment and distraction in a world that is filled with danger and hardship. They may use their storytelling skills to create tales of adventure and bravery, or to offer soothing and uplifting words that help to lift people’s spirits.

Storytellers and bards may be seen as important because they serve as a means of communication and connection between different groups and communities in the wasteland. They may travel from place to place, sharing news and information, and helping to build bridges between different groups of people.

HUNTERS

Hunting is likely to be difficult for a number of reasons. One possible reason is that the environment may be dangerous and inhospitable, with harsh weather conditions, limited resources, and an array of predators and other threats. This could make it difficult for hunters to find and kill prey, and it could also make it challenging to survive while hunting.

Another reason why hunting may be difficult in this wasteland is that many of the animals that were once common in the world may no longer exist, or they may have been mutated or changed in some way by the disaster or disasters that caused the wasteland. This could make it difficult for hunters to recognize and identify prey, and it could also make it more challenging to predict the behavior of these animals.

To overcome these challenges, some hunters in the wasteland may become experts at identifying safe creatures to kill and eat. These hunters may be known as "safari hunters," "predator trackers," or "scout hunters," depending on the specific tactics and skills that they use. Safari hunters, for example, may be skilled at identifying and stalking prey that is relatively safe and easy to hunt, while predator trackers may specialize in tracking and trapping dangerous and aggressive animals. Scout hunters, on the other hand, may be skilled at scouting out new areas and identifying potential hunting grounds.

GOOD BOY

Dogs are likely to be seen as important for a number of reasons. One possible reason is that they may be used as working animals, helping their owners to hunt, herd, and protect livestock, or to perform other tasks. Dogs may also be used as guards and protectors, helping to keep their owners safe from danger and threats.

Another reason why dogs are important is that they may serve as companions and sources of emotional support for their owners. In a world that is filled with danger and hardship, dogs may provide a sense of comfort and companionship, and they may help to alleviate loneliness and isolation.

Dogs also may be important in this wasteland because they are adaptable and resilient animals, and they are able to survive and thrive in a variety of environments. This could make them valuable assets in a world that is constantly changing and unpredictable.

WASTELAND PSYCHOSIS

Wasteland psychosis is a severe mental disorder that is characterized by hallucinations, delusions, and disorganized thinking. It is believed to be caused by prolonged exposure to the harsh and stressful conditions of the wasteland, as well as by other factors such as trauma, malnutrition, and physical injury.

According to scientific theory, wasteland psychosis is caused by a combination of physical and psychological factors. On the physical level, it is thought that the disorder may be caused by changes in the brain that are brought on by exposure to the toxic and radiation-filled environment of the wasteland. These changes may affect the brain's ability to regulate mood and behavior, leading to symptoms such as hallucinations, delusions, and disorganized thinking.

On the psychological level, it is thought that wasteland psychosis may be caused by the stress and trauma of living in a dangerous and hostile environment. The constant threat of danger, combined with the lack of resources and support, may take a heavy toll on the mental health of those who live in the wasteland, leading to the development of psychosis and other mental disorders.

PHARMERS AND PSYCHONAUTS

Psychoactive drugs are likely to be important for a number of reasons. One possible reason is that they may be used as a means of coping with the stress and trauma of living in a dangerous and inhospitable environment. Psychoactive drugs may provide a temporary escape from the reality of the wasteland, and they may help to alleviate feelings of anxiety, depression, and hopelessness.

Another reason why psychoactive drugs may be important in this wasteland is that they may be used as a means of enhancing physical and mental performance. Some individuals may use psychoactive drugs to improve their strength, endurance, and alertness, while others may use them to boost their creativity and problem-solving skills.

People who use psychoactive drugs in this wasteland may be known as "pharmers," "chem heads," or "psychonauts," depending on the specific drugs that they use and the effects that they are seeking.

Pharmers may be those who use pharmaceutical drugs, such as painkillers or stimulants, while chem heads may be those who use more illicit or experimental substances, such as hallucinogens or synthetic opioids. Psychonauts, on the other hand, may be those who use psychoactive drugs for more spiritual or transcendental purposes, seeking to explore the limits of their consciousness and perception.

BODY ART

Tattoos and body piercings may still be seen as important for a number of reasons. One possible reason is that they may serve as a means of expressing identity and belonging. In a world that is marked by danger and uncertainty, tattoos and body piercings may help people to feel a sense of connection to their communities and to the people around them.

Another reason why tattoos and body piercings may be important is that they may serve as a means of marking and celebrating important events or milestones. For example, people in the wasteland may get tattoos to commemorate the birth of a child, a wedding, or a victory in battle. Similarly, they may get body piercings to mark the passage from adolescence to adulthood, or to celebrate other important rites of passage.

Finally, tattoos and body piercings may be important because they may serve as a means of self-expression and creativity. In a world that is filled with danger and hardship, people may use tattoos and body piercings as a way to express their individuality and to celebrate their own unique identities.

MARRIAGE

Marriage is likely to be seen as an important institution for a number of reasons. One possible reason is that it may serve as a means of creating and strengthening bonds between individuals and families. In a world that is filled with danger and uncertainty, marriage may provide a sense of stability and security, and it may help to strengthen the ties between people who are facing challenges and hardships together.

Another reason why marriage may be important in the wasteland is that it may serve as a means of building and expanding communities. By joining together in marriage, individuals may create new families and social networks, and they may work together to support and protect one another.

Marriage may be important because it may be seen as a way of preserving cultural traditions and values. In a world that is constantly changing and evolving, marriage may be a way of keeping alive the customs and practices of the past, and it may help to preserve the cultural identity of the community.

FOR THE KIDS

Infant mortality rates are high. One possible reason is that there may be a lack of access to quality healthcare and medical resources. In a world that is marked by danger and scarcity, it may be difficult for expectant mothers to get the medical care that they need during pregnancy, childbirth, and the postpartum period. This could lead to complications and increased risk of death for both mothers and their infants.

Another reason why infant mortality rates are high is that there may be a lack of access to clean water, nutritious food, and other essential resources. Poor nutrition and inadequate hydration can have serious consequences for the health and survival of both mothers and their infants, and they may increase the risk of complications and death.

Infant mortality rates are also high because of the dangers and hazards that are present in the environment. Children may be at increased risk of injury or death from accidents, violence, or exposure to the elements, and they may be more vulnerable to diseases and infections that are prevalent in the wasteland.

SCHOOL

Schools in the wasteland would probably be built out of whatever materials were available, and they might be located in a variety of different settings. Some schools might be located in abandoned buildings, such as warehouses or factories, while others might be located in tents or other temporary structures.

Schools in the wasteland would likely be heavily fortified and protected, as they would be vulnerable to attacks from a variety of different threats, including outlaws, aliens, and mutated beasts. Schools might have walls, gates, and other physical barriers to keep out intruders, and they might also have guards or other security measures in place.

The curriculum at schools in the wasteland would likely focus on practical skills and knowledge that would be useful in the harsh and challenging environment of the wasteland. This might include subjects like survival skills, first aid, engineering, and other subjects that would be relevant to life in the wasteland.

Schools in the wasteland would likely have very limited resources, as many of the things that are taken for granted in the modern world would be scarce or unavailable. Schools might have to make do with outdated or damaged textbooks, or they might have to rely on oral traditions and other forms of knowledge transmission.

These courses would be designed to give children the skills and knowledge that they need to thrive and survive in the post-apocalyptic wasteland, and to help them understand and appreciate the world around them.

Survival skills: This course would teach children the basics of survival in the wasteland, including how to find and purify water, how to find and prepare food, and how to navigate and navigate the environment.

Defense and weapons training: This course would teach children how to defend themselves and others from danger, and how to use various weapons safely and effectively.

Medical training: This course would teach children basic first aid and medical skills, such as how to treat wounds and injuries, how to recognize and treat illnesses, and how to use medical equipment and supplies.

Crafting and repair: This course would teach children how to build and repair various items and machines, using a variety of materials and tools.

Agriculture and animal husbandry: This course would teach children how to grow and maintain crops and animals, and how to use them as a source of food and other resources.

Art and music: This course would teach children how to express themselves creatively through art and music, and how to appreciate and understand the cultural and historical context of these art forms.

History and literature: This course would teach children about the history and culture of the wasteland, and about the literature and stories that have been passed down through the generations.

CHARACTER CREATION PROCESS

Choose Name, Background, Class, and Subclass.

Strength, Agility, and Reason: Set two to a value of 2 and the other to 1.

Spend 3 points in Combat skills, with a maximum starting value of 2.

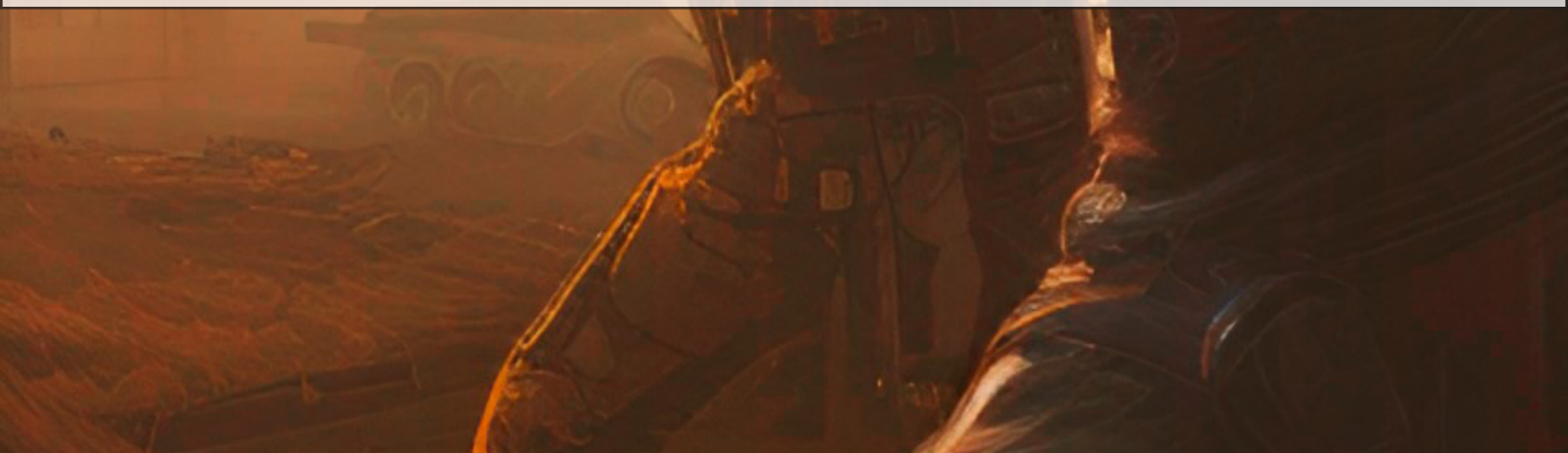
Choose 7 Lore skills and set them all to a value of 1, or increase them by 1 if raised by a background.

Calculate Health, Defense, Blue Dust Points, and Movement

Health: Strength x 10
Defense: 6 + Dodge
Blue Dust Points: Class Level (and eventually including Multiclass levels) + 3
Movement: Agility x 15 ft per turn

Record your Subclass abilities on the right side of the sheet.

Record starting Determination points: 1



BACKGROUNDS

A background is a character's past, the experiences and events that have shaped who they are and how they view the world. It can include their upbringing, family, education, and any significant events that have impacted their life. In a role-playing game, a character's background can help to flesh out their personality, motivations, and skills, and can provide a starting point for role-playing and character development.

In order to create their own custom backgrounds, players will need to work with the game master (GM) to develop their character's backstory. This typically involves discussing their character's motivations, goals, and personality, as well as any specific details or events that are important to their character's development. The GM may also offer suggestions or guidance to help players create a well-rounded and believable background for their character. It is important to keep in mind that the GM has final say over what is allowed in the game, so players should be prepared to make any necessary adjustments to their backgrounds if the GM feels they are not appropriate or do not fit within the context of the game.

Nomad: Born and raised in the wasteland, this character has lived their entire life on the move, scavenging and surviving in the harsh environment.

+1 any Lore skill

Raider: This character has lived a life of violence and anarchy, raiding and pillaging their way through the wasteland.

+1 Intimidation

Trader: This character has spent their life traveling the wasteland, trading goods and services with anyone they come across.

+1 Persuasion & Manipulation

Scavenger: This character has spent their life scavenging the ruins of the old world, looking for valuable items and resources.

+1 Investigation & Search

Outlaw: This character has turned to a life of crime in the wasteland, living outside the law and preying on the weak.

+1 Subterfuge & Underground

Engineer: This character has spent their life learning and practicing the skills of engineering and technology, using them to survive and thrive in the wasteland.

+1 Crafts & Technology

Medic: This character has dedicated their life to helping others, using their medical and survival skills to aid those in need.

+1 Medicine & Aid

Scout: This character has spent their life exploring and mapping the wasteland, gathering knowledge and information about the dangers and resources it holds.

+1 Perception & Awareness

Soldier: This character has spent their life in the military, fighting and surviving in the dangerous world of the wasteland.

+1 any Combat skill

Scientist: This character has dedicated their life to researching and studying the mysteries of the wasteland, seeking to understand and improve life in this harsh environment.

+1 Willpower

Survivalist: This character has spent their life learning and practicing the skills of survival, using them to stay alive and thrive in the wasteland.

+1 Survival & Security

Hunter: This character has spent their life hunting and killing the dangerous creatures of the wasteland, using their skills and knowledge to stay alive.

+1 Animal

Blue Dust Runner: This character has dedicated their life to the use and trade of Blue Dust, the powerful and dangerous substance found in the wasteland.

+1 Pilot & Drive

Cultist: This character has devoted their life to a mysterious and dangerous cult, seeking power and enlightenment in the wasteland.

+1 Culture & Society

Prophet: This character has dedicated their life to spreading a message or ideology in the wasteland, seeking to convert and inspire others.

+1 Willpower or Persuasion & Manipulation

Artist: This character has used their artistic skills to survive and thrive in the wasteland, using their talents to create and trade unique and valuable items.

+1 Craft & Technology or Performance

Diplomat: This character has dedicated their life to the art of negotiation and diplomacy, using their skills to broker deals and keep the peace in the wasteland.

+1 Persuasion & Manipulation

Athlete: This character has used their physical skills and training to survive and thrive in the wasteland, using their abilities to compete and win in dangerous competitions.

+1 Acrobatics

Entertainer: This character has used their talents and skills in performance and entertainment to survive and thrive in the wasteland, using their abilities to entertain and distract others.

+1 Performance

Politician: This character has dedicated their life to the art of politics and leadership, using their skills to gather power and influence in the wasteland.

+1 Culture & Society

THE CHARACTER

ATTRIBUTES

Strength: The Strength attribute represents a character's physical strength and power. It is used to determine how much damage they can deal with melee attacks, how much weight they can carry, and how easily they can perform physical tasks such as lifting heavy objects. Characters with high Strength are generally more formidable in combat and can excel in roles such as warriors or brawlers. Those with low Strength may struggle in physical confrontations and may need to rely on other attributes or skills to make up for their lack of brute force. The abbreviation for Strength is "STR."

Agility: Agility is a measure of a character's physical coordination, balance, and reflexes. It determines their ability to perform complex physical tasks, such as dodging attacks or moving quickly and gracefully. A character with high Agility is more likely to succeed at tasks that require quick thinking and precise movement, such as climbing, picking locks, or disarming traps. On the other hand, a character with low Agility may struggle with tasks that require physical dexterity, and may be more prone to accidents and mishaps. Agility is abbreviated to "AGI."

Reason: Reason represents a character's ability to think and process information quickly, as well as their ability to persuade and influence others through their intelligence and wit. It also represents the character's mental resilience and ability to withstand mental stress or pressure. In gameplay, Reason may be used to solve puzzles or riddles, or to convince NPCs to take certain actions or reveal information. It may also affect a character's ability to resist mental attacks or manipulation. Reason is abbreviated to "RSN."

COMBAT SKILLS

Acrobatics [AGI] The Acrobatics skill represents a character's ability to perform feats of physical agility, balance, and coordination. This could include tumbling, flipping, climbing, and other acrobatic maneuvers. A character with a high Acrobatics skill might be able to navigate through a crowded market without spilling their goods, or escape from an enemy by somersaulting over a wall.

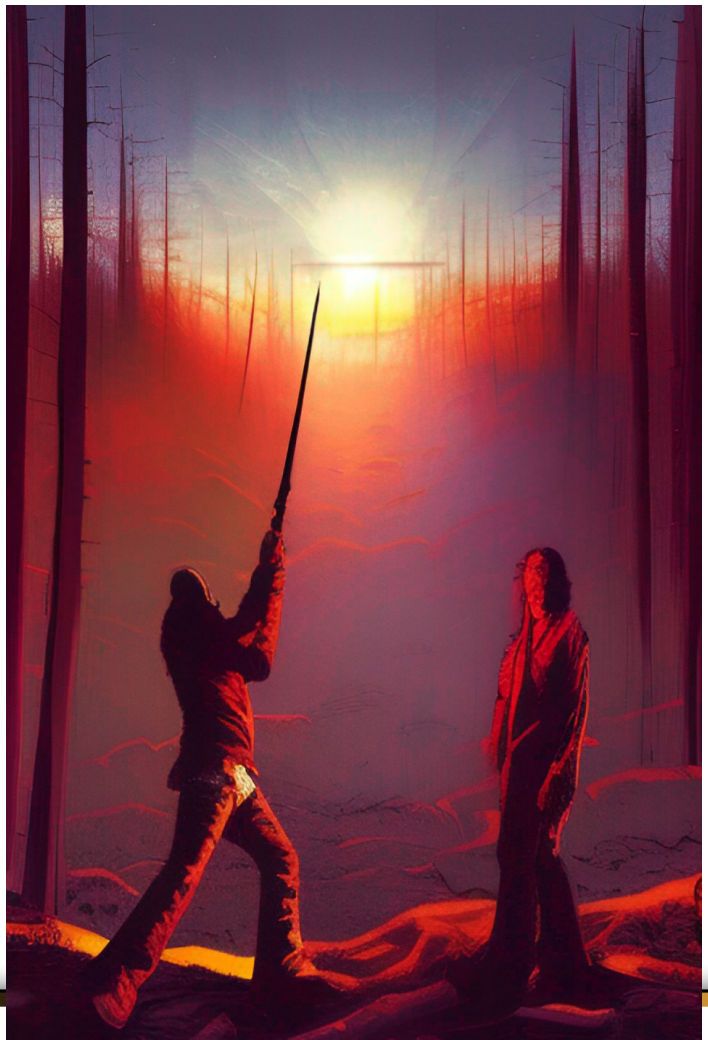
Aim [AGI] The Aim skill represents a character's ability to accurately hit a target with a ranged attack. It is influenced by factors such as the character's hand-eye coordination, steadiness, and familiarity with the weapon being used. Characters with a high Aim skill are able to consistently land shots on their targets, even while moving or under pressure. This skill is especially important for ranged classes, such as snipers or archers, but can also be useful for characters who rely on firearms or other ranged weapons as part of their combat strategy.

Dodge [AGI] The Dodge skill represents a character's ability to evade attacks and move out of harm's way. This could involve quick reflexes, agility, or simply being able to anticipate and react to danger. Characters with a high Dodge skill are more difficult to hit in combat and can often avoid taking damage altogether. They might use this skill to slip past enemy attacks, duck under incoming fire, or even acrobatically flip out of harm's way. In addition to being useful in combat, the Dodge skill can also come in handy in other situations where a character needs to avoid danger, such as dodging falling debris or navigating a treacherous environment.

Melee [STR/AGI] The Melee skill represents a character's proficiency with close combat weapons such as knives, swords, and clubs. This skill is crucial for characters who want to excel in up-close combat situations and can also be useful in defensive situations where dodging or blocking attacks is necessary.

Unarmed [STR] The Unarmed skill represents a character's proficiency at fighting with their bare hands and feet, as well as any improvised weapons they may find. It includes techniques such as punching, kicking, grappling, and pressure point attacks. A character with high Unarmed skill is skilled at close combat and may be able to take on multiple opponents at once. They may also be able to disarm opponents or use their own body as a weapon.

Willpower [RSN] The Willpower skill represents a character's mental fortitude and determination. It measures their ability to resist outside influence and maintain their focus and determination in the face of adversity. A character with a high Willpower skill is less likely to be swayed by the arguments of others or succumb to fear or temptation, and they are more resistant to mental attacks or the effects of stress or pain. This skill is particularly important for characters who find themselves in high-pressure situations or who are frequently called upon to make difficult decisions or endure harsh conditions.



LORE SKILLS

Animal: [RSN] The Animal skill represents a character's ability to interact with, communicate with, and understand the behavior and needs of animals. It can be used to train and handle animals, as well as to recognize and identify different species and their behaviors. This skill is particularly useful for those who work with animals, such as veterinarians, zoologists, and farmers, but can also be useful for anyone who spends a lot of time in the wilderness or who has a particular affinity for animals.

Craft & Technology: [RSN] The Craft & Technology skill is a measure of a character's ability to create, repair, and modify various technological devices, machines, and systems. It also includes knowledge of various materials and techniques used in crafting and engineering. This skill is useful for characters who want to build, repair, or maintain gadgets, machines, and other technological devices, as well as those who want to create new ones from scratch. It is also useful for characters who need to find ways to use or repurpose existing technology in creative ways.

Culture & Society: [RSN] Culture & Society is a skill that deals with knowledge of customs, manners, societal norms, history, and traditions of a particular group or society. It can also include knowledge of etiquette, protocol, and diplomacy when interacting with others. This skill can be useful for navigating unfamiliar cultural situations, understanding the motivations and behaviors of others, and for building relationships and trust with others.

Empathy & Expression [RSN] The Empathy & Expression skill deals with the ability to understand and share the feelings of others, as well as the ability to communicate and express oneself effectively. This skill allows characters to read and interpret the emotions and intentions of those around them, and to use language and body language to convey their own thoughts and feelings. It also includes the ability to persuade and negotiate with others, and to understand and navigate different social norms and cultures.

Intimidation [STR/RSN] Intimidation is the ability to use fear or force of personality to threaten or bully others into submission. It can be used to get what you want, gain respect or compliance, or simply to exert control over others. This skill involves being able to read and understand the emotional state of others, and use that knowledge to your advantage in order to intimidate them. It also involves being able to project confidence and strength, and use body language, tone of voice, and other nonverbal cues to intimidate others. The Intimidation skill is useful in a variety of situations, from negotiations to physical confrontations, and can be a valuable tool for anyone looking to get ahead in the Wasteland.

Investigation & Search [RSN] The Investigation & Search skill allows a character to gather information through various means, including asking questions, examining evidence, and searching for clues. This skill also helps a character identify patterns and connections between different pieces of information. It is useful for solving mysteries and puzzles, and can also be used to gather intelligence on a target or location. This skill is often paired with a character's reasoning and perception abilities, as well as their knowledge of various subjects.

Medicine & Aid [RSN] The Medicine & Aid skill represents a character's knowledge and ability to provide medical treatment and first aid to others. This includes diagnosing injuries or illnesses, administering medication, performing surgeries or other medical procedures, and providing supportive care. Characters with a high Medicine & Aid skill are valuable members of any team, as they can help to keep their comrades healthy and functional in the face of danger and hardship.

Perception & Awareness [RSN] The Perception & Awareness skill is a measure of a character's ability to observe their surroundings and pick up on subtle details. It includes skills such as spotting hidden objects or noticing when someone is acting strangely. This skill is important for characters who need to stay alert and aware of their surroundings, whether they are exploring a dangerous wasteland or trying to gather information in a social setting.

Performance [RSN] Performance is the ability to entertain, express oneself, and communicate through any form of artistic expression, such as acting, singing, dancing, or playing an instrument. It involves not only the technical aspect of the craft, but also the ability to convey emotions, tell a story, and connect with an audience.

Persuasion & Manipulation [RSN] The Persuasion & Manipulation skill is the ability to influence the thoughts, feelings, and actions of others through the use of words, body language, and other forms of communication. This skill is useful in convincing others to see things from your perspective, persuading them to take a certain course of action, or manipulating them to do what you want. It requires a strong understanding of human psychology and the ability to read and adapt to the needs and desires of others.

Pilot & Drive [RSN] The Pilot & Drive skill allows a character to operate various vehicles, including cars, motorcycles, boats, and other modes of transportation. It involves the ability to navigate through different terrains, maintain and repair the vehicle, and respond to emergency situations. This skill is important for travel, transportation, and exploration in the wasteland.

Stealth & Thievery [AGI] The Stealth & Thievery skill represents a character's ability to move quietly and unobtrusively, as well as their aptitude for picking locks, disarming traps, and stealing objects without being caught. It is useful for sneaking past enemies, stealing valuable items, and generally staying out of sight and out of trouble. Characters with a high Stealth & Thievery skill are skilled at slipping into and out of places undetected, and are often able to find and exploit weaknesses in security systems.

Subterfuge & Underground [RSN] The Subterfuge & Underground skill is the ability to navigate and operate within hidden or secretive networks and organizations. It involves skills such as deception, secrecy, and covert operations. This skill allows a character to gather information, communicate with underground contacts, and move around unnoticed in restricted or forbidden areas. It also includes knowledge of the various codes and customs that are used within these hidden societies.

Survival & Security [RSN] The Survival & Security skill deals with the ability to find and utilize resources, navigate and protect oneself in the wilderness or urban environments, and recognize and defend against potential threats. This can include skills such as building shelters, finding and purifying water, hunting and foraging for food, identifying and avoiding dangerous animals or plants, setting up camp, and using tools and equipment to protect oneself. It also includes knowledge of security measures such as lockpicking, bypassing alarms and security systems, and detecting and disarming traps.

HEALTH

The Health trait represents the overall physical well-being and resilience of a character. It determines how much damage a character can take before being incapacitated or killed. Higher values of Health represent a greater ability to withstand physical harm and recover from injuries, while lower values represent a more fragile or vulnerable character. The Health trait is typically based on the character's Strength attribute, with higher values of Strength resulting in higher values of Health.

A character's Health is calculated by Strength x 10 Health.

DEFENSE

The Defense trait represents a character's ability to protect themselves from harm. It can be affected by various factors such as the character's agility, armor, and other defensive abilities. A character with high Defense is more likely to avoid or mitigate damage from attacks, while a character with low Defense is more vulnerable to being hit.

A character's Defense is calculated by 6 + Dodge.

BLUE DUST POINTS

Blue Dust Points, or BDP, are a measure of a character's access to and ability to use the powerful, rare substance known as Blue Dust. This substance is highly sought after for its various uses, including healing, augmenting physical abilities, and even granting temporary powers. The amount of BDP a character has is determined by their class and level, and it is used to fuel their abilities and abilities related to their class. As a character progresses through the game, they may gain access to more powerful abilities that require more BDP to use. It is important for players to manage their BDP wisely and use it wisely, as it is not always easy to come by.

A character's BDP is calculated by [Class Level, including Multiclass] + 3.

MOVEMENT

Movement is a character's ability to move around in their environment. It is determined by the character's Agility attribute, and is measured in feet per turn. A character with high Agility will be able to move farther and faster than a character with low Agility. This trait is important for both combat and exploration, as it determines how quickly and easily a character can get to where they need to go.

A character's Movement is calculated by Agility x 15 feet per turn.

CLASSES

A character's Class is a reflection of their role in the group, as well as their unique abilities and skills. It determines what abilities and skills a character has access to, as well as their overall focus in combat and non-combat situations. Each Class has its own strengths and weaknesses, and choosing the right Class for a character can greatly impact their effectiveness in the game. It is important for players to consider their Class carefully, as it will greatly affect their playstyle and their ability to contribute to the group.

In the world of Holdouts, a character's Class is a specialized role that they have chosen to focus on in order to survive and thrive in the harsh, post-apocalyptic wasteland. Each Class has its own unique abilities, skills, and traits that set them apart from other Classes, and each is suited to a particular playstyle and role in a team.

For example, the Healer Class is focused on providing medical care and support to their allies, while the Trader Class is skilled in bartering and acquiring resources. The Scout Class excels at gathering information and recon, while the Engineer Class is adept at repairing and constructing equipment.

A character's Class is not only important to their own survival, but also to the survival of their team as a whole. Each Class brings its own strengths and abilities to the table, and a well-rounded team will have a mix of different Classes in order to be able to handle any situation that arises.

In the wasteland, the ability to adapt and specialize is key to survival, and a character's Class is a crucial aspect of their role in this struggle.

COST

Not all abilities in this game system cost 1 Blue Dust Point (BDP) to use. Some abilities may have a higher cost, requiring the player to spend more BDP in order to use them. On the other hand, some abilities may have no cost at all, allowing the player to use them without spending any BDP. The cost of an ability is typically determined by its description. Higher cost abilities may have more powerful effects or longer duration, while lower cost abilities may have weaker effects or shorter duration.

SUBCLASSES

When choosing a Class, also choose a Subclass to follow. A player can branch into a new class or subclass, but doing so costs 10 XP.

Each Subclass receives:
Level 2: +1 Combat skill point and +[Reason] Lore skill points
Level 3: +1 Attribute
Level 5, 7, and 9: +1 Combat skill point, +[Reason] Lore skill points, and then +1 Attribute

EXPERIENCE

Experience, or EXP, is a mechanic used in Aliens & Outlaws to track the progression and growth of a player's character. It is often awarded for engaging in combat, completing tasks or quests, solving mysteries or puzzles, and participating in epic roleplaying moments.

Earning EXP allows players to advance their character's level, unlocking new powers and abilities that can be used in the game. This can include things like special attacks, defensive moves, or unique abilities that set their character apart from others.

The amount of EXP needed to advance to the next level will vary depending on the game and the specific character being played. Some games may have a fixed amount of EXP needed for each level, while others may have a more flexible system that allows for a greater range of character progression.

It's important for players to keep track of their EXP and make sure they are earning enough to advance their character at a satisfactory pace. This can be done through careful planning and strategizing in combat, as well as actively seeking out quests and tasks to complete.

To advance in a Class, a character needs to earn a certain amount of EXP. The amount of EXP needed to advance to the next level is equal to the current level multiplied by 5. For example, if a character is currently at level 1 of Demolitionist, they would need 5 EXP to advance to level 2. If a character wants to multiclass to a different Class, they can do so by spending a flat 10 EXP.

Skills and attributes can be increased by spending points earned through leveling up. Skills can be increased to a maximum of 5 points, but they can only be increased in increments of 1 per level. For example, a character with an Aim skill level of 3 cannot increase that skill by 3 points when they level up. Instead, they can distribute their points among multiple skills, such as increasing their Aim skill by 1 point, their Dodge skill by 1 point, and their Perception & Awareness skill by 1 point. Attributes can also be increased to a maximum of 5 points, unless special circumstances allow for a higher increase, such as the use of enhanced armor or temporary abilities.

When leveling up, players should spend their skill points BEFORE increasing their attributes.

The Game Master can award EXP at any time as a way to incentivize and reward players for engaging in the game.

THE DEFENDER

This character class is for players who want to play as a character focused on protecting their allies and their community, using their skills and abilities to keep their party safe from harm. Defenders have skills in armor, shields, and fortification, and they are proficient in a variety of weapons and tactics for defending their allies.

The Shieldbearer: This subclass is for players who want to play as a Defender focused on using dual shields and heavy armor to protect their allies, using their skills and abilities to absorb damage and prevent harm. Shieldbearers have skills in shield bashing, shield wall, and armor maintenance, and they are proficient in a variety of tactics and techniques for using shields and armor in combat.

Level 1: Phalanx: (Reaction) The Shieldbearer is able to amplify the armor around themselves, providing protection from physical attacks and damage.

Cost: 1

Effect: Add +[Shieldbearer level] to Defense until the end of your next turn.

Level 4: Shield Bash: (Action) The Shieldbearer is able to use their shield as a weapon, bashing and stunning enemies with it.

Cost: 1

Effect: add +[Shieldbearer level] to Melee attack and Damage. The target must make a Strength/Agility + Acrobatics roll Difficulty [8 + Shieldbearer Level] or be knocked down.

Level 6: Shield Throw: The Shieldbearer is able to throw their shield like a boomerang, hitting multiple enemies and returning to the Shieldbearer's hand.

Cost: 1

Effect: make a Range Attack with their shield, using the Melee Attack formula, with a maximum range of [10 x Shieldbearer Level] feet.

Level 8: Shield Reflect: The Shieldbearer is able to deflect incoming energy attacks and projectiles back at the attacker, using their shield as a mirror.

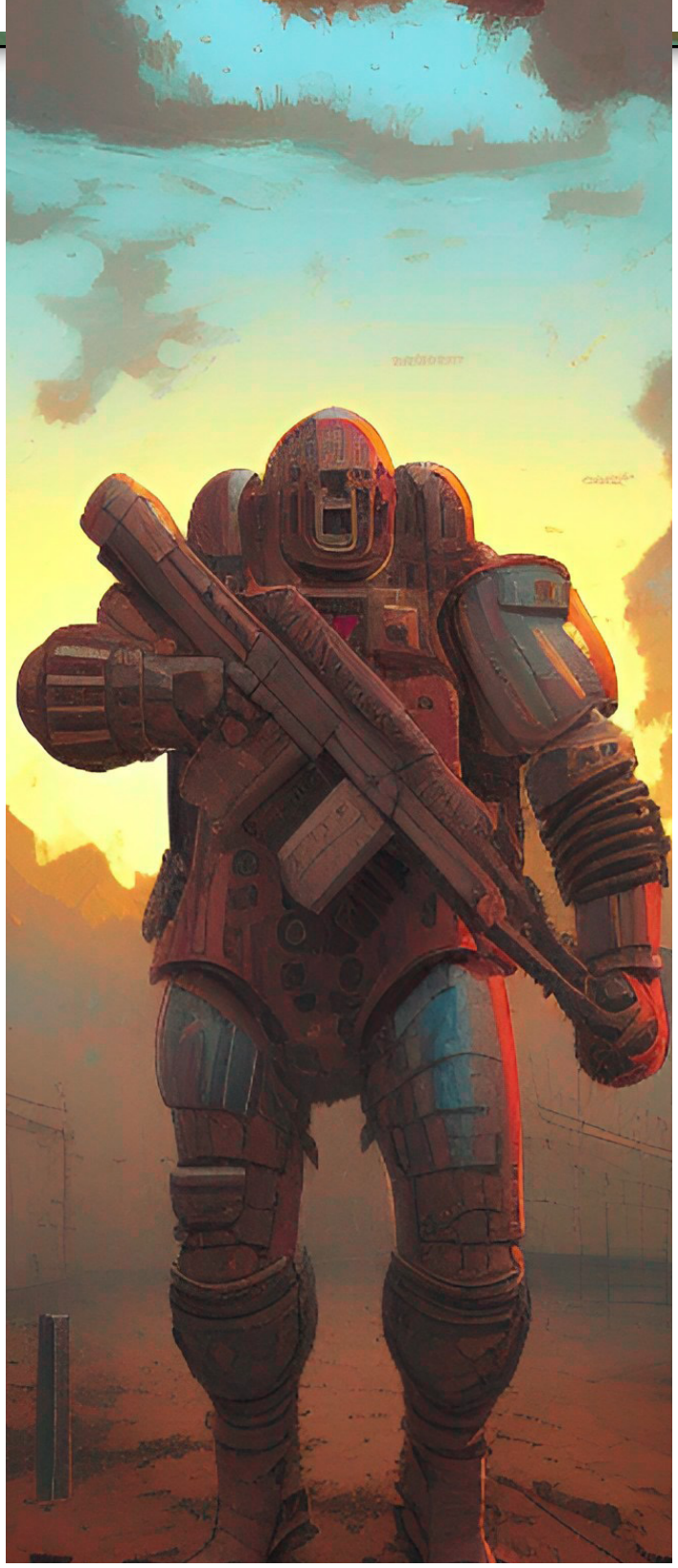
Cost: 1

Effect: reflect up to a maximum of [Shieldbearer Level] back to the attacker for Energy damage. Any leftover damage is received by the Shieldbearer, at half value (round down).

Level 10: Shield Aura: The Shieldbearer is able to create a field of energy around themselves, protecting themselves and allies from energy attacks and granting them temporary invulnerability.

Cost: 3

Effect: create a zone which halves all sources of ranged Lethal and Energy damage in a 15 ft circle. This effect lasts until the start of your next turn. You may not move or make any other actions or reactions when creating the Shield Aura.



The Sentinel: This subclass is for players who want to play as a Defender focused on using ranged weapons, heavy armor, and abilities to protect their allies, using their skills and abilities to keep their enemies at bay and prevent harm. Sentinels have skills in bows, guns, throwing, and ranged combat, and are proficient in a variety of ranged weapons and abilities.

Level 1: Watch: The Sentinel is able to sense and track threats and danger within a certain range, alerting themselves and allies to potential dangers.

Cost: 0

Effect: allies of the Sentinel are granted +10 ft movement speed and +[Sentinel Level] to their Initiative rolls.

Level 4: Mark: The Sentinel is able to mark a target for increased damage and accuracy, allowing themselves and allies to focus fire on a specific enemy.

Cost: 1

Effect: allies receive a +[Sentinel Level] to attacks made against a Marked enemy. Only one enemy may be Marked at a time. Mark lasts until canceled or swapped to a new target.

Level 6: Intervention: The Sentinel is able to intervene and protect allies from attacks, taking the damage in their place and shielding them from harm.

Cost: 1

Effect: dash to an ally up to [Sentinel Level x 10] feet away and take the damage they are dealt, at half value (round down).

Level 8: Barrier: The Sentinel is able to create a barrier of energy or force, protecting themselves and allies from attacks and providing cover.

Cost: 1

Effect: drop a 10x1x10 ft barrier wall of energy which reduces all damage from ranged sources by half (round down). The barrier may be fired through by allies at no penalty. Lasts until canceled or placed elsewhere.

Level 10: Judgment: The Sentinel is able to channel their power into a powerful attack, dealing significant damage to a single enemy or group of enemies.

Cost: 0

Effect: deal [Sentinel Level] automatic damage, without a roll, as a Ranged Attack once per day and convert it to Energy damage if it is not already the damage type. For an AoE, deal half the damage (round down) to the target and all other targets within [Sentinel Level x 5] ft.

The Guardian: This subclass is for players who want to play as a Defender focused on using melee weapons and abilities to protect their allies, using their skills and abilities to engage their enemies in close combat and prevent harm. Guardians have skills in arm and unarmed combat, close combat, and they are proficient in a variety of melee weapons and abilities.

Level 1: Violent Strike: The Guardian is able to channel their power into a powerful melee attack, dealing significant damage to a single enemy.

Cost: 0

Effect: (passive) the Guardian deals an extra [Guardian Level] damage when rolling a 9 or 10 on the attack.

Level 4: Vigilance: The Guardian is able to increase their defense and absorb damage, becoming a living shield for themselves and allies.

Cost: 0

Effect: (passive) the Guardian takes half damage from Non-Lethal sources.

Level 6: Frenzy: The Guardian is able to perform a series of powerful slashes with their weapon, hitting multiple enemies.

Cost: 0

Effect: (passive) on a successful Melee Attack, you may apply [Guardian Level / 2] (round down) to another target within 5 ft of it.

Level 8: Charge: The Guardian is able to charge forward with their weapon, knocking enemies back and causing damage.

Cost: 1

Effect: after moving 10 ft, deal [Guardian Level] automatic damage to a target. The target must make a Strength + Acrobatics roll Difficulty [8 + Guardian Level] or be knocked down.

Level 10: Impale: The Guardian is able to focus their power into a single strike, piercing through defenses and causing heavy damage to a single enemy.

Cost: 0

Effect: deal [Guardian Level] automatic damage, without a roll, as a Melee Attack once per day and convert it to Energy damage if it is not already the damage type. While impaled, the target takes [Defender Level / 2] (round down) persistent damage at the start of each of their turns. Their movement speed is reduced by 10 ft. The target must also make a contested Strength + Melee roll to remove the impaled weapon.

THE NEGOTIATOR

This character class is for players who want to play as a character skilled in negotiation, mediation, and persuasion, using their skills and abilities to resolve conflicts and forge alliances. Diplomats have skills in bargaining, leadership, and charm, and they are proficient in a variety of tactics and techniques for negotiating and persuading others.

The Negotiator Class has no subclasses.

Level 1: Demand: The Negotiator can make a compelling demand that is difficult for others to resist, decreasing the combat viability of others.

Cost: 1

Effect: On the target's next combat turn, they suffer a -[Negotiator Level] debuff to any attack and damage rolls.

Level 4: Read Emotions: The Negotiator has a keen ability to read people's emotions and body language, giving them an advantage in spotting when someone is being dishonest or hiding something.

Cost: 1

Effect: Automatically succeed an Empathy & Emotion roll. Roll a d10. If the number is greater than or equal to [12 - Negotiator Level], it is considered a critical success.

Level 6: Intimidation: The Negotiator is skilled at using words and body language to intimidate others, causing them to back down or comply with their demands.

Cost: 1

Effect: Automatically succeed an Intimidation roll. Roll a d10. If the number is greater than or equal to [12 - Negotiator Level], it is considered a critical success.

Level 8: Mirroring: The Negotiator can mirror the body language and movement patterns of others, making them more likable and increasing the chances of success in negotiations.

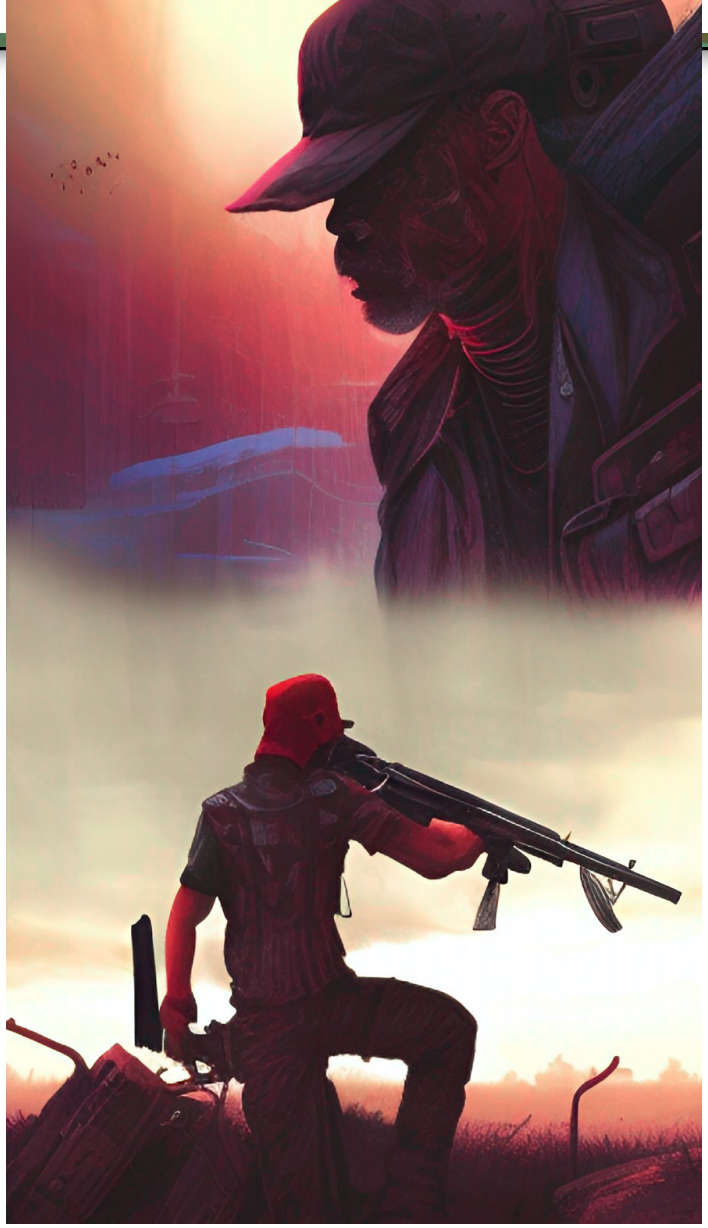
Cost: 1

Effect: Make an attack against a creature that just dealt damage to you. If you hit, deal the amount of damage it dealt to you instead of rolling damage.

Level 10: Ultimatum: The Negotiator is skilled at making ultimatums, imposing their demands on others, and reaching the ends of conflicts, even in difficult or contentious situations.

Cost: 3

Effect: The target, if capable of understanding language, must comply with a demand made by the Negotiator. Complex tasks are much harder to succeed, such as "find a can of gasoline, douse yourself in it, and light yourself on fire" and require a d10 roll of 9 or 10. Simple commands like "shoot yourself" or "jump into that pit" require no roll.



THE RANGER

This character class is for players who want to play as a character skilled in tracking, hunting, and survival, using their skills and abilities to navigate and survive in the wilderness. Rangers have skills in perception, survival, and animal handling, and they are proficient in a variety of weapons and techniques for hunting and tracking.

The Hunter: This subclass is for players who want to play as a Ranger focused on using stealth and tracking to hunt and kill their enemies, using their skills and abilities to track, trap, and take down their targets. Hunters have skills in stealth, tracking, and survival, and they are proficient in a variety of tactics and techniques for hunting and killing their prey.

Level 1: Eagle Eye: The Hunter is able to mark a target for increased damage and accuracy, allowing themselves to focus fire on a specific enemy.

Cost: 1

Effect: choose an enemy you can see. When rolling above an 8, add [Hunter Level] damage to each Ranged Attack. Lasts until canceled or swapped to another target.

Level 4: Volley: The Hunter is able to channel their power into a single, powerful ranged attack, dealing significant damage to a group of enemies.

Cost: 1

Effect: make a Ranged Attack against a target. Deal [Hunter Level] to all enemies within 15 ft if the attack hits.

Level 6: Misdirection: The Hunter is able to use quick movements and distractions to throw off their enemies and cause confusion.

Cost: 0

Effect: when an attack is made against you by an enemy that you can see, you may use a Reaction to take half damage (round down) and move half your speed.

Level 8: Hunter's Tracking: The Hunter is able to track and locate enemies, providing valuable information on their movements and locations.

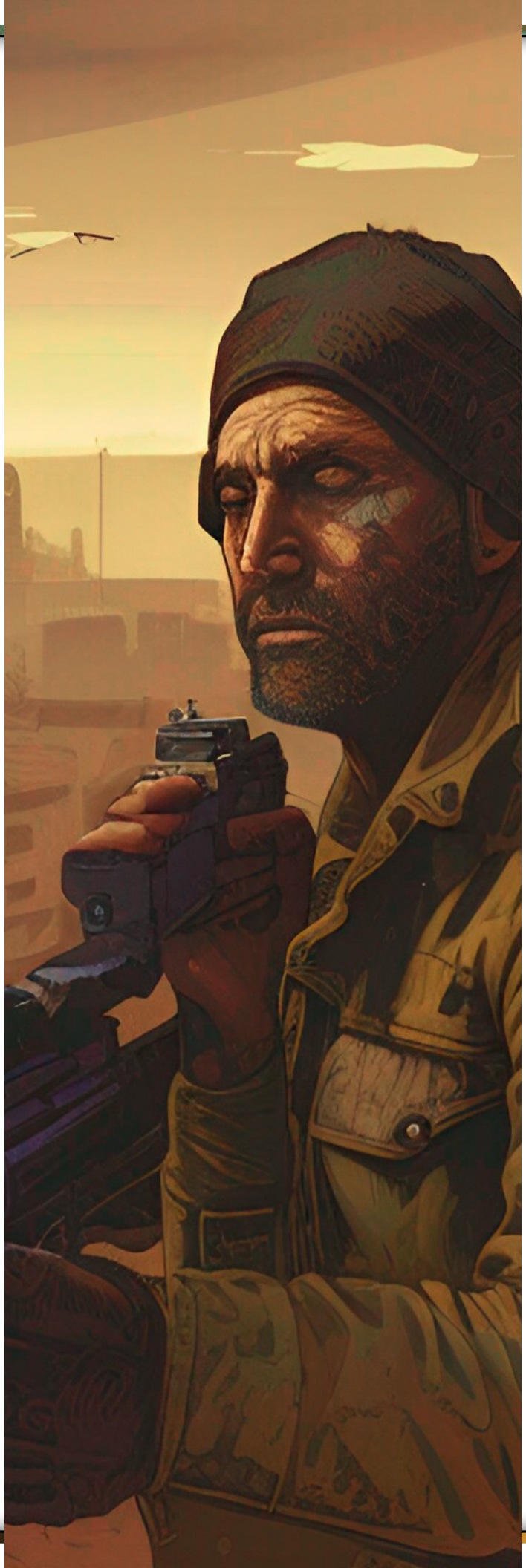
Cost: 1

Effect: gain +[Hunter Level] to rolls involving Investigation, Perception, and Survival when tracking a target you have designated as your tracking focus. Lasts until canceled.

Level 10: Hunter's Precision: The Hunter is able to increase their accuracy and critical hit chance, allowing them to land powerful shots with greater frequency.

Cost: 0

Effect: [Hunter Level] times per day, reroll a missed Ranged Attack.



The Sniper: This subclass is for players who want to play as a Ranger focused on using ranged weapons and abilities to take out their enemies from a distance, using their skills and abilities to aim, shoot, and hit their targets. Snipers have skills in archery, throwing, and ranged combat, and they are proficient in a variety of ranged weapons and abilities.

Level 1: Exploit Weakness: The Sniper is able to channel their power into a single, highly accurate ranged attack, against a weak spot on a target, dealing significant damage to a single enemy.

Cost: 0

Effect: (passive) 9's are counted as criticals when making attack rolls.

Level 4: Duck for Cover: The Sniper is able to move faster when moving between cover.

Cost: 1

Effect: add [Sniper Level x 5] ft if you are using your movement to seek cover.

Level 6: Stealth: The Sniper is able to become temporarily invisible, allowing them to move unnoticed and take enemies by surprise.

Cost: 0

Effect: (passive) add [Sniper Level] to all Stealth rolls in combat.

Level 8: Long Range Shot: The Sniper is able to shoot a target at extreme distances, using their advanced aiming skills and high-tech scope to accurately hit their mark.

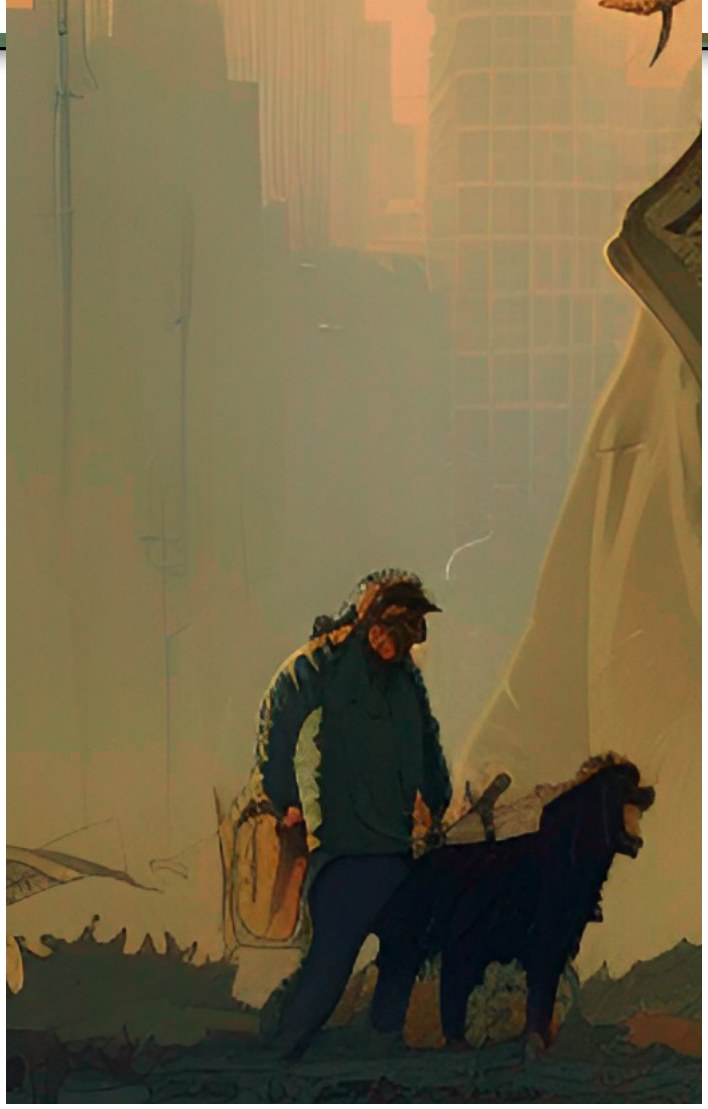
Cost: 0

Effect: (passive) double the distance of any Ranged weapon.

Level 10: Headshot: The Sniper is able to focus their power into a single shot, targeting the head on any humanoid or creature for increased damage and a chance to instantly kill their target.

Cost: 0

Effect: (passive) if the target is at or below half its total health (round down), it is immediately killed on a Ranged Attack roll of a 10.



The Beastmaster: This subclass is for players who want to play as a Ranger focused on using animal companions and abilities to fight and defend, using their skills and abilities to tame, train, and control their animal allies. Beastmasters have skills in animal handling, training, and communication, and they are proficient in a variety of animal companions and abilities.

Level 1: Call: The Beastmaster is able to call upon a powerful beast or animal to fight alongside them, providing additional damage and support in battle.
Cost: 0

Effect: You have a companion which acts immediately before or after your turn. The companion has [Beastmaster Level x 10] Health, makes Melee Attacks at +[Beastmaster Level], and deals +[Beastmaster Level] damage. If this companion dies, you may attempt to procure a new companion with a contested Animal skill roll against the Animal's Reason.

Level 4: Bond: The Beastmaster is able to bond with their beast, increasing their own strength and abilities based on the beast's stats and abilities.

Cost: 0

Effect: Beasts can be categorized as Resilient, Brutal, or Clever. Work with your GM to determine what best suits your beast. If your beast is Resilient, you gain +1 Strength while your beast is near you. Brutal gives +1 Agility, and Clever gives +1 Reason in this fashion.

Level 6: Greater Bond: The Beastmaster is able to form a stronger bond with their beast, increasing their own strength and abilities further based on the beast's stats and abilities.

Cost: 0

Effect: you may now choose a second category modifier for Resilient, Brutal, or Clever.

Level 8: Wild: The Beastmaster is able to unleash their beast's wild instincts, causing it to go into a frenzy and increase its damage output.

Cost: 1

Effect: add +[Beastmaster Level] to the total of a damage roll made by your companion.

Level 10: Harmony: The Beastmaster is able to calm their beast and restore its health, allowing it to fight longer and remain a valuable ally in battle.

Cost: 3

Effect: Your companion now has double its health value. For 3 BDP, you may restore your companion to full health. You may now take the third category modifier for Resilient, Brutal, or Clever.

THE ENGINEER

This character class is for players who want to play as a character skilled in building, repairing, and maintaining machines and structures, using their skills and abilities to keep their community running smoothly. Engineers have skills in mechanics, construction, and maintenance, and they are proficient in a variety of tools and techniques for building and repairing.

The Tinkerer: This subclass is for players who want to play as an Engineer focused on using gadgets, machines, and inventions to solve problems and overcome obstacles, using their skills and abilities to create, modify, and repair a variety of devices. Tinkerers have skills in engineering, mechanics, and technology, and they are proficient in a variety of tools and techniques for creating and modifying gadgets and machines.

Level 1: Turret: The Tinkerer is able to deploy a stationary turret, providing additional damage and support in battle.

Cost: 1

Effect: Throw down a stationary turret which mechanically unfolds and begins making ranged attacks at targets you designate. Ammunition lasts for five combat rounds. The turret may fire immediately before or after your turn. It has a Health total of [Engineer Level + 6]. It attacks with your Craft & Technology value as the +modifier and deals a flat [Engineer Level] Lethal damage on each successful hit.

Level 4: Improved Turret: The Tinkerer's Turret receives a series of upgrades and modifications.

Cost: 0

Effect: The turret now has a health total of [Tinkerer Level x 5]. It now deals Energy damage instead of Lethal.

Level 6: Speedbot: The Tinkerer is able to create temporary buffs or enhancements for themselves and allies, increasing their stats and abilities.

Cost: 1

Effect: Throw down a mechanical device which rapidly unfolds. The device applies a +1 to Strength, Agility, or Reason (chosen by the Tinkerer) to allies who remain within [Tinkerer Level x 5] feet of it. This effect does not increase Health, Defense, or other base calculated values.

Level 8: Slowbot: The Tinkerer's Speedbot is able to go into negative values to create temporary debuffs or drawbacks for enemies, decreasing their stats and abilities.

Cost: 0

Effect: Speedbot can be chosen to decrease all enemy attributes (Strength, Agility, Reason) by 1 each.

Level 10: Overclock: The Tinkerer is able to temporarily increase the power and efficiency of their abilities, allowing them to use them more frequently or with greater effect.

Cost: 1

Effect: Using some sort of mechanical limb or prosthetic, make a second attack on your turn.

The Demolitionist: This subclass is for players who want to play as an Engineer focused on using explosives and demolition to destroy obstacles and enemies, using their skills and abilities to create, set, and disarm a variety of explosives. Demolitionists have skills in explosives, demolition, and pyrotechnics, and they are proficient in a variety of explosives and techniques for destroying obstacles and enemies.

Level 1: Explosion: The Demolitionist is able to channel their power into a devastating explosion, dealing significant area of effect damage.

Cost: 0

Effect: You may create [Reason] grenades or improvised bombs per day which deal [3 + Demolitionist Level] Energy damage in a 10 ft circle, centered on a point, on a successful Range Attack.

Level 4: Incineration: The Demolitionist is able to create a burst of flame, burning enemies and causing ongoing damage.

Cost: 1

Effect: You may throw an incendiary grenade which deals [3 + Demolitionist Level] Energy damage in a 10 ft circle, centered on a point, on a successful Range Attack. Targets who remain in the fire suffer [Demolitionist Level] Energy damage at the start of their turns.

Level 6: Shatter: The Demolitionist is able to create a shockwave, causing damage and stunning enemies in a large radius.

Cost: 3

Effect: You may throw a shockwave grenade which deals [Demolitionist Level] Energy damage to all targets in a 15 ft circle, centered on a point. Targets must then make an Acrobatics roll Difficulty [6 + Demolitionist Level] or lose their next combat turn.

Level 8: Implosion: The Demolitionist is able to create a powerful vortex, pulling enemies in and causing damage.

Cost: 1

Effect: You may throw out a vortex charge which detonates in a 20 ft radius, centered on a point, and draws all enemies 10 ft closer to the point in which it was centered. Enemies may resist this vortex with an Acrobatic roll Difficulty [6 + Demolitionist Level]

Level 10: Chain Cluster: The Demolitionist is able to create a chain reaction, causing multiple explosions in quick succession.

Cost: 3

Effect: Make a Ranged Attack against a target. If the attack hits, make another Ranged Attack against a target within 10 ft of it. This may continue for a maximum of 3 targets.

The Medic: This subclass is for players who want to play as an Engineer focused on using medical technology and healing abilities to treat and heal wounds and injuries, using their skills and abilities to diagnose, treat, and heal a variety of ailments. Medics have skills in medicine, first aid, and pharmacology, and they are proficient in a variety of medical technology and healing abilities.

Level 1: Heal: The Medic is able to restore health to themselves and allies, providing a quick and effective way to restore lost health in battle.

Cost: 1

Effect: An ally restores [d10 + Medic Level] in Health

Level 4: Regeneration: The Medic is able to stimulate natural healing processes, providing ongoing healing over time.

Cost: 1

Effect: The target regains 1 Health at the start of each of their turns for the remainder of combat.

Level 6: Medic's Revive: The Medic is able to bring unconscious allies back to life, allowing them to continue fighting in battle.

Cost: 1

Effect: End the effect of Fatal Wounds.

Level 8: Medic's Purge: The Medic is able to remove negative effects and debuffs from themselves and allies, helping to restore their status and capabilities.

Cost: 1

Effect: Deploy a bot which analyzes and neutralizes the effects of bleeds, poisons, diseases, or other negative ongoing effects.

Level 10: Immunize: The Medic is able to provide temporary immunity to certain negative effects or debuffs, helping to protect themselves and allies from harmful abilities.

Cost: 3

Effect: Choose a status effect. The target is immune for the rest of the day.

THE HEALER

This character class is for players who want to play as a character with the ability to heal and support their allies, using their skills and abilities to keep their party alive and healthy. Healers have skills in medicine, first aid, and support magic, and they are proficient in a variety of healing spells and potions.

The Biotech: This subclass is for players who want to play as a Healer Holdout focused on using advanced technology and biotechnology to heal and repair injuries and ailments, using their skills and abilities to create, modify, and use a variety of medical devices and treatments. Biotechs have skills in biotechnology, genetics, and robotics, and they are proficient in a variety of medical devices and treatments for healing and repair.

Level 1: Growth: The Biotech is able to stimulate the growth of plants or other living organisms, providing a quick and effective way to restore health to allies.

Cost: 1

Effect: Restore 3 Health to an ally you can see, 2 Health to another, and finally 1 Health to another.

Level 4: Toxins: The Biotech is able to create or extract toxic substances, using them to debuff or damage enemies.

Cost: 1

Effect: Release a cloud of gas which encompasses a 10x10 ft area. Targets in the area suffer a -1 to their Strength and Agility scores while remaining inside the area.

Level 6: Adaptation: The Biotech is able to adapt to their environment, providing temporary resistance or immunity to certain negative effects or debuffs.

Cost: 1

Effect: Become immune to the effects of radiation or extreme environmental conditions for the remainder of the day.

Level 8: Metamorphosis: The Biotech is able to temporarily alter their own biology, providing temporary boosts to their stats or abilities.

Cost: 1

Effect: Increase Strength or Agility by 1 for the remainder of the day.

Level 10: Symbiosis: The Biotech is able to temporarily bond with a living organism, gaining temporary access to its abilities or attributes.

Cost: 3

Effect: Once per day, you may bioscan an organism and gain access to an ability in which it uses. The ability lasts for [Reason] hours and has Attack and Damage values of +5 each.

The Doctor: This subclass is for players who want to play as a Healer Holdout focused on using scientific knowledge and medical technology to heal and treat injuries and ailments, using their skills and abilities to diagnose, prescribe, and administer medical treatment. Doctors have skills in medicine, biology, and pharmacology, and they are proficient in a variety of medical technology and procedures for healing and treatment.

Level 1: Diagnosis: The Doctor is able to accurately diagnose the cause of an injury or illness, providing a quick and effective way to determine the best course of treatment.

Cost: 1

Effect: Automatically succeed on a Medicine & Aid roll. Roll a d10. If the result is greater than or equal to 8, it is a critical success.

Level 4: Quick Surgery: The Doctor is able to perform surgery, providing a way to treat severe injuries or illnesses that cannot be healed through other means.

Cost: 1

Effect: Once per combat encounter, you may deal 2 damage to an ally within 5 ft and then heal them for [d10 + Doctor Level] Health.

Level 6: Intensive Care: The Doctor is able to provide ongoing care to critically injured or ill patients, helping to stabilize their condition and improve their chances of survival.

Cost: 1

Effect: A target must rest for 4 hours. While the Healer is applying Intensive Care, their Health returns to maximum and they are granted [Doctor Level] maximum Health for the rest of the day.

Level 8: Augment Medicine: The Doctor is able to chemically augment medications, providing a way to treat a wide range of injuries and illnesses.

Cost: 1

Effect: Double the effectiveness of any taken medicine.

Level 10: Stimulant: The Doctor is able to provide a temporary boost to their allies' stats, providing a way to increase their damage output or overall effectiveness in combat.

Cost: 1

Effect: Concoct a stimulant which lasts for [Reason] hours, amplifying Strength, Agility, and Reason by 1 and granting +10 temporary Health, Movement, and +2 Defense for the duration.

The Blue Priest: This subclass is for players who want to play as a Healer Holdout focused on using blue dust and its healing properties to treat and heal injuries and ailments, using their skills and abilities to harness the power of the blue dust and perform what appears to be magic. Blue Dust Healers have skills in blue dust, energy transformation, and alchemy, and they are proficient in a variety of rituals and spells for healing and protection using blue dust.

Level 1: Blue Blast: The Blue Dust Priest is able to harness the power of blue dust to unleash a blast of energy, causing damage to a single enemy.

Cost: 1

Effect: Deal [Blue Priest Level + 5] automatic Energy damage to a single target. Roll a d10. If the value is 1, you suffer a permanent mental affliction.

Level 4: Blue Wave: The Blue Dust Priest is able to unleash a powerful wave of blue dust energy, causing damage to all enemies in a wide radius and potentially knocking them back.

Cost: 1

Effect: Deal [Blue Priest Level] automatic Energy damage to a target and all targets within a 15 ft radius. Roll a d10. If the value is 1, you suffer a permanent mental affliction.

Level 6: Dust Enhance: The Blue Dust Priest is able to use blue dust to temporarily enhance their own physical abilities, increasing their strength, speed, or durability.

Cost: 1

Effect: Increase your Strength and Agility by 2 for [Reason] hours. Roll a d10. If the value is 1, you suffer a permanent mental affliction.

Level 8: Dust Infection: The Blue Dust Priest is able to infect enemies with tainted dust, causing them to nullify its effects and potentially debuffing them.

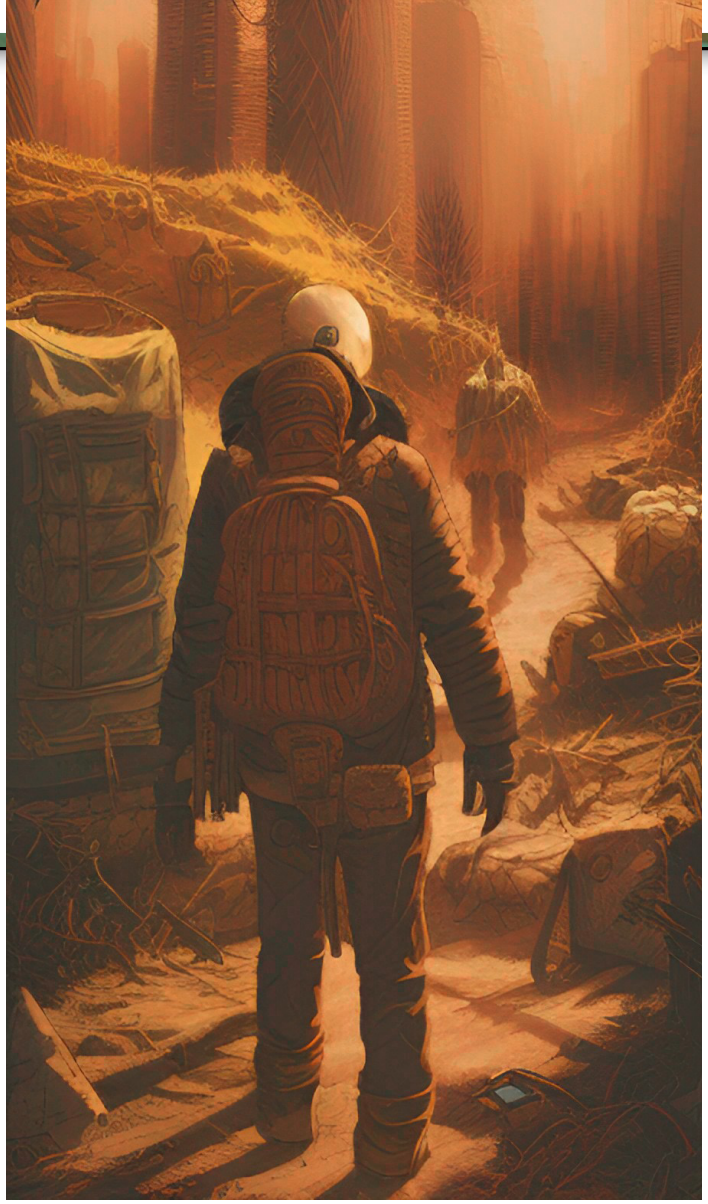
Cost: 1

Effect: If the target uses Blue Dust to fuel its abilities, it may not do so for [Reason] hours. Roll a d10. If the value is 1, you suffer a permanent mental affliction.

Level 10: Dust Overload: The Blue Dust Priest is able to overload an enemy with blue dust, causing a massive explosion that deals horrific damage to the target and nearby enemies.

Cost: 1

Effect: The target takes [Blue Priest Level] Energy damage and suffers Blue Fever for [Reason] hours. Roll a d10. If the value is 1, you suffer a permanent mental affliction.



THE TRADER

This character class is for players who want to play as a character skilled in trading, negotiating, and bartering, using their skills and abilities to acquire resources and supplies for their community. Traders have skills in bargaining, perception, and persuasion, and they are proficient in a variety of tactics and techniques for trading and negotiating.

The Merchant: This subclass is for players who want to play as a Trader focused on buying and selling goods and services, using their skills and abilities to negotiate, trade, and haggle to acquire and sell items at a profit. Merchants have skills in business, finance, and economics, and they are proficient in a variety of marketplaces and trading practices.

Level 1: Trade Route: The Merchant is able to establish trade routes with other factions or individuals, providing them with access to valuable resources and items.

Cost: 0

Effect: You may receive currency by setting up trade routes between settlements, taking 10% of the bulk of trade as the negotiating fee.

Level 4: Bartering: The Merchant is skilled in the art of negotiation and is able to secure favorable deals when trading with others.

Cost: 1

Effect: Automatically succeed at a Persuasion & Manipulation roll. Roll a d10. If the result is greater than or equal to 8, you critically succeed.

Level 6: Haggle: The Merchant is able to haggle with others, lowering the price of items or increasing the amount of currency received in a trade.

Cost: 0

Effect: You may pay only half the price for any item.

Level 8: Fence: The Merchant is able to sell illegal or stolen items to others, allowing them to make a profit off of their exploits.

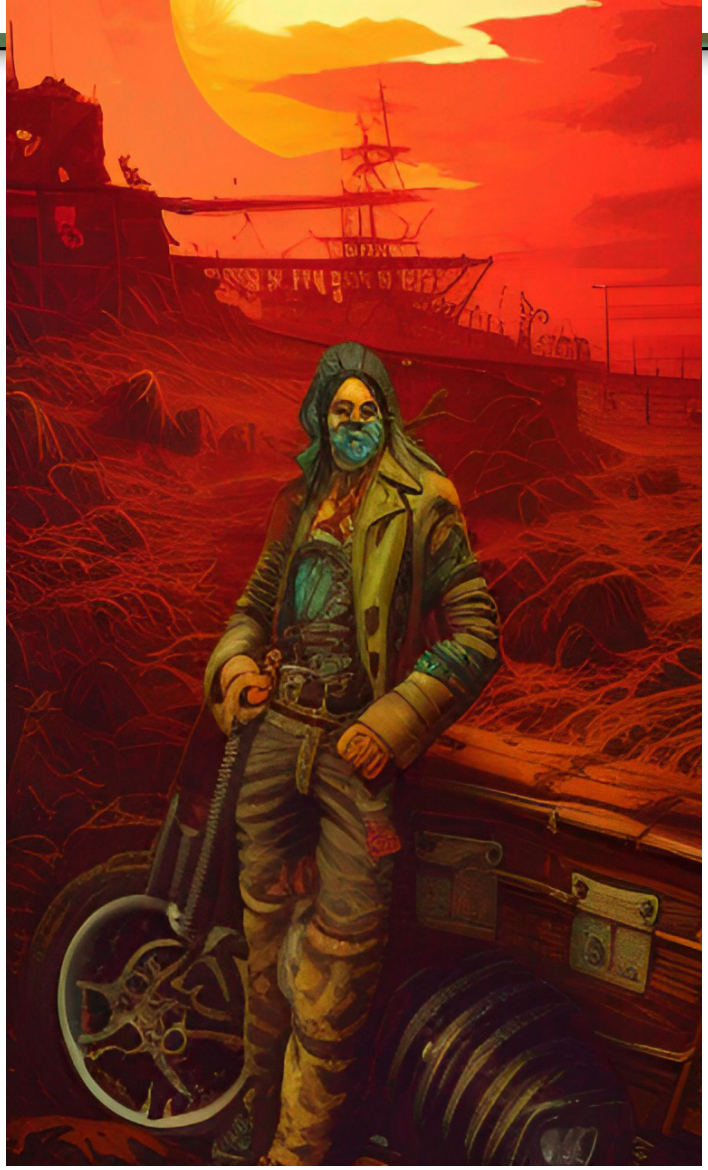
Cost: 1

Effect: The Trader can spend [5 - Reason] hours manipulating a hot item and reworking the object to appear to have noticeable differences, allowing it to be sold as a new item.

Level 10: Market Analysis: The Merchant is able to accurately predict market trends, allowing them to make informed decisions when trading and investing.

Cost: 1

Effect: If an item is much needed or is in high demand from another settlement or location, you may get double the value for it.



The Black Marketeer: This subclass is for players who want to play as a Trader focused on buying and selling illegal or illicit goods and services, using their skills and abilities to navigate and operate in underground or black market networks. Black Marketeers have skills in stealth, deception, and persuasion, and they are proficient in a variety of illegal or illicit markets and practices.

Level 1: Smuggling: The Black Marketeer is able to smuggle illegal or banned items into and out of various locations, allowing them to evade detection and restrictions.

Cost: 1

Effect: Automatically succeed at a Subterfuge & Underground roll. You may spend [6 - Reason] hours organizing a smuggling operation into or out of a heavily secure location, using criminal contacts, inside men, and local recruits to help you in the process.

Level 4: Forgery: The Black Marketeer is skilled in creating fake documents, licenses, or other materials, allowing them to deceive others and operate under the radar.

Cost: 0

Effect: you may spend [5 - Reason] hours creating an identical copy of any document, license, deed, etc.

Level 6: Intimidation: The Black Marketeer is able to use threats and intimidation to force others to comply with their demands or hand over valuable items.

Cost: 1

Effect: Automatically succeed at an Intimidation roll. Roll a d10. If the result is greater than or equal to 8, you critically succeed.

Level 8: Extortion: The Black Marketeer is able to extort others, demanding payment or favors in exchange for not causing harm or revealing secrets.

Cost: 0

Effect: You may spend [5 - Reason] days researching a target and gaining intel to use as blackmail against them. This blackmail can be redeemed by requesting a favor, gaining currency, finding an item or whereabouts of an individual, etc.

Level 10: Corruption: The Black Marketeer is able to bribe or corrupt officials or authorities, allowing them to operate with impunity and evade consequences.

Cost: 3

Effect: Using an appropriate sum of money, you may pay off someone who is to jail you, fine you, report you for a crime, or anything else salacious that they may turn a blind eye towards.

The Salvager: This subclass is for players who want to play as a Trader focused on finding, recovering, and selling valuable or rare items and resources, using their skills and abilities to locate, scavenge, and repair items of value. Salvagers have skills in scavenging, repairing, and identifying valuable items, and they are proficient in a variety of salvage and recovery techniques.

Level 1: Scavenging: The Salvager has a keen eye for finding valuable materials or items in the wasteland, and is able to sift through debris and rubble to uncover hidden treasures.

Cost: 1

Effect: Automatically succeed at an Investigation & Search roll. Roll a d10. If the result is greater than or equal to 8, you critically succeed.

Level 4: Salvage: The Salvager is skilled in repairing and salvaging broken or damaged items, able to turn seemingly useless objects into valuable assets.

Cost: 1

Effect: Automatically succeed at a Crafts & Technology roll. Roll a d10. If the result is greater than or equal to 8, you critically succeed.

Level 6: Resourcefulness: The Salvager is able to make use of limited resources to create improvised solutions or inventions, using their creativity and resourcefulness to overcome challenges.

Cost: 1

Effect: You may find a quick fix or an improvised part for a mechanical device to get the machine working again, temporarily.

Level 8: Waste Not: The Salvager is able to negotiate and trade with others, using their knowledge of the value of various items to secure favorable deals.

Cost: 0

Effect: Any items found that were salvaged in the Wasteland are worth 50% extra value.

Level 10: Dismantle: The Salvager is able to dismantle and disassemble objects, extracting usable parts and components for other purposes.

Cost: 0

Effect: What may seem like a junk heap, the Trader may immediately identify all valuable items and know their worth, without a roll.

THE SCOUT

This character class is for players who want to play as a character skilled in reconnaissance, mapping, and exploration, using their skills and abilities to gather information and resources for their community. Scouts have skills in perception, stealth, and survival, and they are proficient in a variety of tools and techniques for exploring and mapping the wasteland.

The Infiltrator: This subclass is for players who want to play as a Scout focused on sneaking, spying, and gathering intelligence, using their skills and abilities to observe, infiltrate, and gather information covertly. Infiltrators have skills in stealth, deception, and observation, and they are proficient in a variety of covert operations and techniques.

Level 1: Stealth: The Infiltrator is skilled in the art of stealth, able to move quietly and avoid detection in order to sneak past enemies or gather information.

Cost: 1

Effect: Automatically succeed on a Stealth & Thievery roll. Roll a d10. If the result is greater than or equal to 8, you critically succeed.

Level 4: Disguise: The Infiltrator is able to use costumes, makeup, and other props to change their appearance, allowing them to blend in with their surroundings or pass as someone else.

Cost: 1

Effect: You may spend [6 - Reason] hours creating a nearly identical disguise to an individual. You gain +4 to any attempt to use Performance to emulate speech, mannerisms, gait, or other attempts to appear as the individual.

Level 6: Lockpicking: The Infiltrator is skilled in the art of lockpicking, able to open locked doors, safes, and other secure containers.

Cost: 1

Effect: Gain a +[Infiltrator Level] bonus on Stealth & Thievery rolls involving picking locks.

Level 8: Deception: The Infiltrator is skilled in the art of deception, able to lie and mislead others in order to achieve their goals.

Cost: 1

Effect: Automatically succeed at a Persuasion & Manipulation roll involving lying, deceit, or deception. Roll a d10. If the result is greater than or equal to 8, you critically succeed.

Level 10: Seduction: The Infiltrator is able to use their charm and attractiveness to seduce others, manipulating them into doing their bidding or divulging secrets.

Cost: 3

Effect: Spend [6 - Persuasion & Manipulation] hours talking with a target. At the end, the target will regard you as a trusted confidant and will be available to fulfill a request or favor.

The Scout Drone Operator: This subclass is for players who want to play as a Scout focused on using advanced technology to gather intelligence and scout ahead, using their skills and abilities to operate and control scout drones and gather information remotely. Scout Drone Operators have skills in technology, robotics, and remote sensing, and they are proficient in a variety of scout drones and remote sensing equipment.

Level 1: Remote Control: The Scout Drone Operator is able to remotely control a small drone, using it to scout out areas and gather information.

Cost: 1

Effect: Automatically succeed at a Perception & Awareness roll. You also gain information from a birds eye view of the area. Roll a d10. On a result of greater than or equal to 8, you critically succeed.

Level 4: Surveillance: The Scout Drone Operator is able to use their drone to perform surveillance, gathering valuable intelligence and keeping an eye on potential threats.

Cost: 0

Effect: While the drone hovers overhead, all allies have +1 to Melee and Ranged Attack. Targets attempting to hide or conceal themselves suffer a -[Scout Drone Operator Level] penalty to their rolls.

Level 6: Disruption: The Scout Drone Operator is able to use their drone to disrupt electronic systems, causing them to malfunction or shut down.

Cost: 1

Effect: The drone may overload an electronic device, shutting it down for [Scout Drone Operator Level x 10] minutes.

Level 8: Decoy: The Scout Drone Operator is able to use their drone as a decoy, creating a distracting or misleading target for enemies to focus on while the Scout Drone Operator makes their escape or launches a surprise attack.

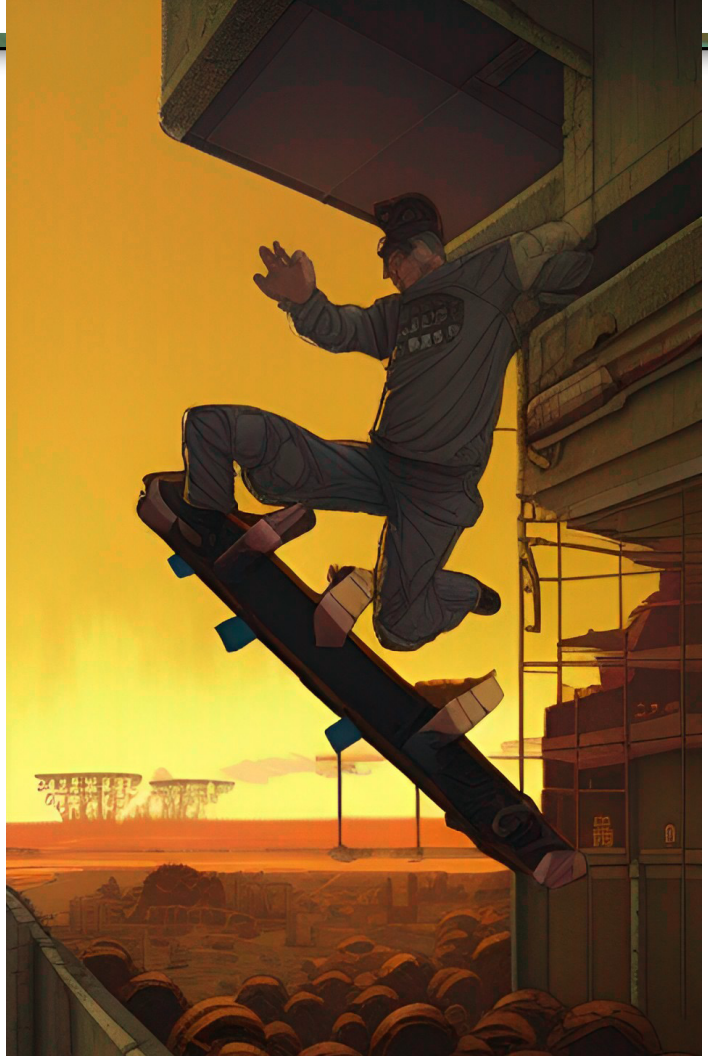
Cost: 1

Effect: The drone is equipped with a hologram projector which projects a realistic moving image of whatever the Operator programs it to be. If an opponent is making an attack against you, the opponent rolls a d10. On evens, it targets you. On odds, the opponent targets the decoy. When the opponent hits the decoy, the hologram is deactivated.

Level 10: Assassination: The Scout Drone Operator is able to use their drone to assassinate targets, using it as a deadly weapon.

Cost: 3

Effect: If combat has not begun, and enemies are unaware of the drone's presence, you may make a Ranged Attack roll from the drone, dealing +[Scout Drone Operator Level + 5] Energy damage.



The Urban Explorer: This subclass is for players who want to play as a Scout focused on exploring and navigating urban and built environments, using their skills and abilities to find, gather, and trade information and resources in cities and towns. Urban Explorers have skills in urban survival, scavenging, and trade, and they are proficient in a variety of urban exploration and trade skills and techniques.

Level 1: Parkour: The Urban Explorer has mastered the art of free-running and can navigate through the debris-strewn streets and abandoned buildings of the wasteland with ease, allowing them to quickly and stealthily move through urban environments.

Cost: 1

Effect: Automatically succeed on an Acrobatics roll involving jumping, breaking falls, or navigating difficult obstacles. Roll a d10. If the result is greater than or equal to 8, you critically succeed.

Level 4: Wall Climb: The Urban Explorer has developed the ability to climb and scale buildings and other structures with ease, using their hands and feet to cling to even the most treacherous surfaces.

Cost: 1

Effect: You may move at your normal speed across a wall as a wall run without a roll or BDP cost. Automatically succeed on an Acrobatics roll involving climbing or scaling. Roll a d10. If the result is greater than or equal to 8, you critically succeed.

Level 6: Stealth: The Urban Explorer has honed their stealth skills, allowing them to move quietly and remain hidden in shadows and other cover.

Cost: 1

Effect: Automatically succeed at a Stealth & Thievery roll involving hiding. Roll a d10. If the result is greater than or equal to 8, you critically succeed.

Level 8: Camouflage: The Urban Explorer has learned to blend in with their surroundings, using paint, cloth, and other materials to change their appearance and hide from enemies.

Cost: 0

Effect: If staying stationary against a surface or pile of debris for one minute, you may automatically succeed at a Stealth & Thievery roll. Roll a d10. If the result is greater than or equal to 8, you critically succeed.

Level 10: Mapmaking: The Urban Explorer has developed the ability to create accurate and detailed maps of the wasteland, using their knowledge of the terrain and landmarks to navigate and explore new areas.
Cost: 0

Effect: By spending 10 minutes assessing an area, you may create a detailed map of the area and know the most effective routes in which to take through the terrain. The GM will work with you to describe other notable areas of interest and information gleaned from the study of the landscape.

THE RULES

The rules of Aliens & Outlaws are the strict guidelines and parameters that players must follow while playing. They establish the necessary framework for play and often include direct guidelines for game mechanics, such as how to make decisions and resolve conflicts.

Just kidding. Tweak things as you see fit. If you don't like something, change it. If something makes more sense to you, go for it. Aliens & Outlaws is an ongoing project, and as such, it is subject to multiple changes, versions, and revisions over time depending on feedback and support of the players. If something seems out of place or doesn't make sense in the game, it is recommended that players work with the GM to find a solution that works best for the group.

THE D10

In this game system, all rolls are made using a single d10. This means that players will roll a 10-sided die to determine the outcome of any action or check in the game. The result of the roll is then compared to the appropriate Difficulty to see if the action is successful or not. For example, if a player wants to make a Ranged attack, they will roll the d10 and add their Aim skill to the result. If the final total is higher than the target's Defense score, the attack hits and deals damage. If the total is lower, the attack misses. The use of a single d10 for all rolls helps to keep the game mechanics simple and straightforward, allowing players to focus on roleplaying and strategic decision-making rather than getting bogged down in complex dice rolls and calculations.

TIME

In Aliens & Outlaws, time is a way to measure the duration of events and the order in which they occur. Time can be measured in units such as seconds, minutes, hours, or days, and is typically used to track the progress of gameplay and determine when certain actions can be taken or events can happen.

Turn. A turn is a unit of time in a game that represents the actions of a single character or creature. In most games, a turn consists of a player taking their action and then the next player taking their action, and so on until all players have taken their turns.

Story. A story is a series of events that occur in a game, often following a narrative structure or plot.

Downtime. Downtime is a period of time in a game where characters are not actively engaged in combat or other immediate challenges. Downtime can be used for things like training, rest, research, or other activities that require a longer period of time to complete.

ACTIONS

In Aliens & Outlaws, players are given one movement and one action on their turns. The movement represents the distance a character can move in a turn, while the action represents the action or ability that the character can perform. Players can choose to use their action and movement in any order, but they are limited to one of each per turn. This means that players must carefully plan their actions and movements in order to maximize their effectiveness in combat or other situations.

In light of an action, a character may move twice, this is called Sprinting.

RATINGS

In this game system, skills are rated on a scale of one to five, with one being the lowest level of proficiency and five being the highest. A rating of one indicates that the character has little to no training or experience in that skill, while a rating of five indicates that the character is highly proficient and has extensive training or experience.

For example, a character with a one in the Aim skill may be able to hit a stationary target at close range, but may struggle to hit a moving target or hit a target at a longer range. A character with a five in the Aim skill, on the other hand, would be highly skilled at hitting targets of all types and at various ranges.

The rating in a skill can affect the character's ability to perform certain tasks and can also affect the outcome of rolls made using that skill. For example, a character with a high rating in the Persuasion & Manipulation skill may have an easier time convincing others to do what they want, while a character with a low rating may struggle to persuade others even with a successful roll.

Overall, the rating in a skill is a measure of a character's proficiency in that area and can greatly affect their abilities and actions within the game.

DIFFICULTY

Difficulty refers to the level of difficulty of an action or task that a character is attempting to perform. In this game, the difficulty of an action is usually represented by a number, set by the GM, that determines a target number the character must roll in order to succeed at the task.

Difficulties:

- Easy: 6
- Moderate: 8
- Challenging: 10
- Epic: 12
- Legendary: 14+

A failure is when a player rolls a result on their dice that is lower than the Difficulty they are trying to overcome. For example, if the Difficulty is 6 and the player rolls a 3, that would be a failure. A failure typically means that the player's action does not succeed and they may suffer some negative consequences as a result.

Critically failing is a roll of 1 on the d10. The GM will describe what mishaps occur, if any, when this result is rolled.

Alternatively, when rolling a 10, this is considered a critical success. For skill checks, the player may go above and beyond the required effort and gain extra information based on the situation. When rolling a critical on an attack, roll the damage d10 twice.

Here are a few examples of skill rolls:

Attacking an enemy with a sword: This would involve a Melee skill roll, with the Difficulty being based on the enemy's Defense value.

Disarming a trap: This would involve a Craft & Technology skill roll, with the Difficulty being based on the complexity of the trap.

Persuading an NPC to give you information: This would involve a Persuasion & Manipulation skill roll, with the Difficulty being based on the NPC's Willpower and the

persuasiveness of your argument.

Sneaking past a guard: This would involve a Stealth & Thievery skill roll, with the Difficulty being based on the guard's Perception & Awareness.

Diagnosing a patient's illness: This would involve a Medicine & Aid skill roll, with the Difficulty being based on the complexity of the illness and the resources available to you.

DETERMINATION

Determination points are a valuable resource in gameplay that allow players to reroll rolls that did not go in their favor. They can only be used once per turn, but can be a crucial tool for turning the tide of a situation. Determination points can be saved up and used strategically, or spent immediately in the hopes of achieving a desired outcome. The GM will often award Determination points to players after each hour of gameplay, giving players the opportunity to use them throughout the game session. This system of resource management adds an extra layer of strategy and decision-making to the game.

INSTANT ACTIONS

Standing from being knocked down: This action allows a character to stand up from being knocked down or prone. This is usually done as a reaction to being knocked down, and reduces your Movement speed to 0 for the turn.

Readying a weapon: This action allows a character to draw or unsheathe a weapon, making it ready for use in combat. Holstering and drawing a new weapon requires a full action.

Starting a vehicle: This action allows a character to start a vehicle that they are currently operating. This action typically requires a Pilot & Drive skill check, and it may also require the use of certain tools or resources. This action is often done as an Instant Action, but it may also be done as a reaction if the character needs to quickly escape a dangerous situation.

COMBAT

Melee attacks are physical attacks made with weapons or other objects that are within close proximity to the target, such as swords, spears, or fists. Ranged attacks are attacks made from a distance, such as with guns, bows and arrows, or thrown objects. In general, ranged attacks allow for more distance between the attacker and the target, but may be less accurate or less powerful than melee attacks. On the other hand, melee attacks require the attacker to be within close range of the target, which can leave them more vulnerable to counterattacks.

COMBAT SEQUENCE

Determine if Surprise occurs. If a side of the combat encounter is surprised, they won't be able to act until the other side has completed their surprise turn. This might be something along the lines of an assassin popping out of a hiding place and ambushing a guard that the other characters are distracting. On the GM's side, the characters could be surprised by getting fired upon with rifles while walking through an abandoned warehouse.

Initiative. To begin a combat encounter, all players and NPCs should roll initiative, which is determined by rolling a d10 and adding the character's Perception & Awareness skill. The character with the highest total goes first, followed by the character with the next highest total, and so on. Initiative determines the order in which characters act during combat. It is important to keep track of initiative order, as it can have a significant impact on the outcome of the encounter.

Choose what to do on your turn.
Move twice (Sprint)
Move and Action (such as Melee Attack or use an ability)
Action (don't move and just attack or use an ability)

Blue Dust Points. Spend your BDP before performing the action, not afterwards.

Attacks of Opportunity. If moving out of melee range while engaged in melee combat, the opponent gets a free attack at the person moving away.

Attack. Attacker makes their Melee, Ranged, or Ability attack. Roll a d10 and add your Melee Attack (+ Melee), Ranged Attack (+ Aim), or Ability Attack (see each description) depending on what you're doing.

See if you hit. Compare the number to the opponent's Defense. If it's greater than or equal to, you hit.

Roll a d10 + Strength for Melee damage
Roll a d10 + Agility for Ranged damage
Refer to the Ability for certain ability damage

Next person.

That's it. Using a d10 for all rolls in Aliens & Outlaws makes everything fast and easy. Instead of having to reference multiple different dice or charts to determine the outcome of a roll, players only need to roll a single d10 and compare the result to a difficulty rating or target number. This can speed up gameplay and reduce the amount of time spent looking up rules or making calculations, allowing players to focus more on the narrative and roleplaying aspects of the game. Additionally, the use of a single die can make the game feel more streamlined and cohesive, as all actions and outcomes are determined in a consistent way.

ARMOR

Armor is used to increase the Defense trait of a character, making them more resistant to physical damage. However, every 2 points of armor a character wears reduces their Strength or Agility by 1 point. This trade-off means that while a character may be more protected from damage, they may also be less agile or less physically powerful as a result. It is important for players to consider this trade-off when deciding whether or not to wear armor and how much armor to wear.

Armor in this game is not limited to specific types or designs, and players are free to use their Crafts & Technology skill combined with their imaginations to create their own unique armor.

DAMAGE

In the game mechanics for Aliens & Outlaws, damage refers to the amount of harm or injury that a character or creature can inflict upon another. This can be physical damage, such as the damage dealt by a weapon or the claws of a beast. Damage can be categorized in three ways; Non-Lethal, Lethal, and Energy. When a character or creature takes damage, their Health is reduced by the amount of damage dealt, and if their Health reaches zero, they are dropped into Fatal Wounds. It is important for players to keep track of their character's Health and the damage they take, as this can affect their ability to continue fighting or completing tasks in the game.
Non-Lethal Damage: This type of damage is designed to incapacitate rather than kill a character. It could be represented by stun guns, tranquilizers, or other weapons that disable rather than kill. Non-lethal damage might also be inflicted by environmental factors, such as falling unconscious due to lack of oxygen or being knocked out by a blow to the head.

Lethal Damage: Lethal damage is designed to kill or seriously injure a character. It could be represented by traditional weapons such as swords, guns, or explosives. Lethal damage could also be inflicted by environmental factors, such as drowning or being crushed.

Energy Damage: Energy damage is incredibly severe and inflicted by various types of energy, such as kinetic, thermal, elemental, psionic, chemical, biological, or radiant energy. It could be represented by abilities or weapons that harness energy, or by the attacks of energy-based creatures. Energy damage might also be resisted or absorbed differently depending on the specific type of energy and the energy defenses of the characters.

FATAL WOUNDS

The Game Master's controlled characters die when their Health reaches 0. Player Characters have a slightly more forgiving death mechanic. When a character reaches zero Health, he or she enters Fatal Wounds.

Each turn, roll a d10 and add Willpower + Medicine & Aid. A result of [6 + Class Level, including Multiclass] (maximum Difficulty of 16) is needed to stabilize the character to 0 Health. Other characters may intervene and stabilize dying characters via abilities or a Reason + Medicine & Aid roll during a combat turn.

Characters in Fatal Wounds may crawl 5 feet per turn and speak softly. Three failed Fatal Wounds rolls in a row means death.

DEATH

In the harsh environment of the Wasteland, death is a permanent and irreversible state. When a character's Fatal Wounds failures come to a conclusion, they are considered dead and can no longer be played in the game. This means that players must be careful and strategic in their actions, as the consequences of death are severe and cannot be undone. It is important to keep this in mind when facing tough challenges and formidable enemies, as the stakes are high and there is no way to bring a fallen character back to life.

STATUS EFFECTS

- **Blinded** When a character is blinded, they are unable to see and their Perception & Awareness skill is reduced by half. Blinded characters suffer a -3 penalty to all Ranged attacks made while blinded.
- **Stunned** When a character is stunned, they are momentarily incapacitated and unable to take any actions.
- **Immobilized** When a character is immobilized, they are unable to move and may be unable to defend themselves depending on the type of immobilization. Their movement speed is reduced to 0.
- **Knocked Down** When a character is knocked down, they are prone on the ground and may have difficulty standing up or defending themselves. They require their Movement action to stand back up on their next turn. They also suffer a -2 penalty to their Defense trait while knocked down.
- **Poisoned** the character has been poisoned and is experiencing the negative effects of the poison. This may include symptoms such as nausea, vomiting, dizziness, and weakness. Poison typically includes a value after it, such as Poison 1, which indicates that the character will suffer 1 damage at the start of each of their turns. Outside of combat, the character will suffer the damage every 15 minutes until the poison is treated. Poison resets to 0 when a character reaches Fatal Wounds.
- **Bleeding** the character has a wound that is bleeding and they are losing health as a result. This may require medical attention to stop the bleeding. Bleeding damage typically includes a value after it, such as Bleeding 2, which indicates that the character will suffer 2 damage at the start of each of their turns. Outside of combat, the character will suffer the damage every 15 minutes until the Bleed is treated. Bleed resets to 0 when a character reaches Fatal Wounds.
- **Disarmed** A disarmed character has had their weapon taken away and is unable to use it in combat. The character may have to spend their turn moving to it and using an action to pick it up off the ground.
- **Confused** When a character is confused, they are unable to think clearly and may have difficulty making decisions or remembering things. Confused characters suffer a chance to attack their allies while confused. At the start of a character's turn under the effect of Confused, make a Willpower roll at a Difficulty determined by the GM. On a failure, the character can not tell friend from foe and will attack the closest person to them.
- **Terrified** When a character is terrified, the character is experiencing intense fear and may be unable to act effectively in combat. They will attempt to flee the source of the fear, and will take the most optimal route to move from it until the effect ends.
- **Fatigued** When a character experiences fatigue, the character is extremely tired and may have difficulty performing physical tasks. Fatigued characters have their movement speed reduced by half and they may only have a temporary maximum Strength and Agility of 2.
- **Unconscious** When a character loses consciousness, the character has been knocked out and is unable to act or defend themselves. An unconscious character will remain incapacitated until roused or medically treated. Depending on the type of unconsciousness, such as sleeping, a character may be jolted awake. For a more severe form of unconsciousness, such as a blow to the head, they need medical intervention by a capable party in order to be woken from being knocked out.

WEAPONS

MELEE WEAPONS

In the wasteland, resources are scarce and people have had to make do with whatever they can find. As a result, just about anything can be used as a melee weapon. A properly trained fighter can do as much damage with a pair of scissors as they can with a longsword, given the right amount of skill and training. The key is to be resourceful and adaptable, using whatever is available to defend oneself and take down opponents. Whether it's a baseball bat, a pipe, a broken bottle, or even a frying pan, the wasteland is a dangerous place and one must be prepared to use whatever means necessary to survive.

Some examples of melee weapons include: Katana, Combat knife, Machete, Tonfa, Nunchucks, Bo staff, Escrima stick, Sai, Boomerang, Throwing stars, Baseball bat, Crowbar, Golf club, Ice pick, Kitchen knife, Pipe wrench, Pool cue, Scissors, Tire iron

RANGED WEAPONS

Guns are a rare and valuable commodity. They are difficult to come by, but for those who can get their hands on one, they can be incredibly powerful weapons. Whether you are using a simple pistol or a fully automatic assault rifle, guns can deal a lot of damage at a distance. However, they also require ammunition, which can be hard to find in the wasteland. As a result, many people who have guns will also carry a backup melee weapon in case they run out of ammo or need to fight up close. It is important to be careful when using guns in the wasteland, as they can be loud and attract unwanted attention from Outlaws or Aliens.

Rate of Reload: Every listed amount of turns, the character is forced to reload the weapon in order to continue using it.

GUNS

Revolver - a type of handgun with a cylinder that holds several rounds of ammunition and rotates to bring each round into alignment with the barrel for firing.

+Damage	Type	Maximum Range	Rate of Reload
2	L	55	5/6 [Depending on revolver]

Semi-automatic pistol - a type of handgun that uses the energy from the firing of one round to load the next round into the chamber, allowing for multiple shots to be fired in quick succession.

+Damage	Type	Maximum Range	Rate of Reload
2	L	55	8/15 [Depending on pistol]

Shotgun - a type of long gun that fires multiple small pellets or a single slug, typically used for hunting or self-defense.

+Damage	Type	Maximum Range	Rate of Reload
8	L	40	2/6 [Double Barrel / Semi Auto]

Bolt-action rifle - a type of long gun with a single barrel that is loaded by manually pulling a bolt handle to the rear and then pushing it forward to chamber a round.

+Damage	Type	Maximum Range	Rate of Reload
6	L	250	5

Semi-automatic rifle - a type of long gun that uses the energy from the firing of one round to load the next round into the chamber, allowing for multiple shots to be fired in quick succession.

+Damage	Type	Maximum Range	Rate of Reload
6	L	180	10

Assault rifle - a type of long gun that is designed for rapid fire and the use of intermediate cartridges.

+Damage	Type	Maximum Range	Rate of Reload
4	L	100	10

Sniper rifle - a type of long gun with a high-magnification scope and a long, heavy barrel, used for accurate long-range shooting.

+Damage	Type	Maximum Range	Rate of Reload
8	L	300	5

Machine gun - a type of long gun that is designed to fire a continuous stream of bullets as long as the trigger is held down.

+Damage	Type	Maximum Range	Rate of Reload
6	L	80	2

Derringer - a small, compact handgun with a short barrel and a single or double barrel.

+Damage	Type	Maximum Range	Rate of Reload
8	L	15	1/2 [Single or Double Barrel]

Flamethrower - a type of weapon that projects a stream of ignited flammable liquid to create a wall of fire.

+Damage	Type	Maximum Range	Rate of Reload
6	E	35	3

Rocket launcher - a type of weapon that fires rockets or missiles, typically mounted on a shoulder or vehicle.

+Damage	Type	Maximum Range	Rate of Reload
10	E	100	1

ANCIENT WEAPONS

Longbow - a longbow is a traditional bow with a long, narrow body that is used for shooting arrows over long distances.

+Damage	Type	Maximum Range
4	L	100

Crossbow - A crossbow is a medieval weapon that uses a horizontal limb assembly mounted on a stock that shoots projectiles, typically bolts.

+Damage	Type	Maximum Range
6	L	120

Slingshot - A slingshot is a small handheld device used to shoot projectiles, such as stones or marbles, using a rubber band.

+Damage	Type	Maximum Range
2	NL	50

Blowgun - A blowgun is a ranged weapon that uses the force of a person's breath to shoot small projectiles, such as darts or needles, through a tube.

+Damage	Type	Maximum Range
4	L	40

Javelin - A javelin is a long, thin spear-like weapon that is thrown as a projectile.

+Damage	Type	Maximum Range
4	L	STR x 15 ft

Boomerang - A boomerang is a curved, flat piece of wood or other material that is designed to be thrown and then return to the thrower.

+Damage	Type	Maximum Range
4	NL	STR x 15 ft

Shuriken - A shuriken is a small, sharp, flat, star-shaped projectile that is traditionally thrown as a weapon.

+Damage	Type	Maximum Range	Rate of Reload
4	L	STR x 15 ft	1

FUTURISTIC WEAPONS

Plasma Pistol: This weapon fires bolts of superheated plasma that can melt through metal and vaporize flesh. It has a moderate rate of fire and a short range, but is highly effective at taking down enemies quickly.

+Damage	Type	Maximum Range	Rate of Reload
8	E	70	8

Ion Cannon: A heavy weapon that unleashes a devastating beam of charged particles, capable of vaporizing enemies or tearing through structures. It has a long charge time, but can deal massive damage in a single shot.

+Damage	Type	Maximum Range	Rate of Reload
10	E	250	1

Gravity Spike: A handheld weapon that generates a field of intense gravity, capable of crushing enemies or objects with devastating force. It has a limited range, but is highly effective at disabling enemies or disrupting structures.

+Damage	Type	Maximum Range	Rate of Reload
4	L	STR x 15 ft	1

Sonic Cannon: A weapon that fires a high-frequency sonic wave, capable of shattering bone or disrupting electronic devices. It has a moderate rate of fire and a short range, but is highly effective at disorienting enemies or causing damage to structures.

+Damage	Type	Maximum Range	Rate of Reload
8	E	50	3

Cryo Cannon: A weapon that fires a beam of supercooled gas, capable of freezing enemies solid or disrupting biological functions. It has a moderate rate of fire and a short range, but is highly effective at disabling enemies or slowing down their movement.

+Damage	Type	Maximum Range	Rate of Reload
8	E	50	2

Solar Cannon: A weapon that harnesses the power of the sun, firing a beam of intense solar energy that can disintegrate enemies or structures. It has a long charge time, but can deal massive damage in a single shot.

+Damage	Type	Maximum Range	Rate of Reload
8	E	160	1

Teleporter Gun: A weapon that allows the user to instantly transport themselves or objects to a different location. It has a limited range and can only transport a single person or object at a time, but is highly effective at escaping danger or setting up ambushes.

+Damage	Type	Maximum Range	Rate of Reload
N/A	N/A	80	1

Disintegration Ray: A weapon that fires a beam of pure energy, capable of completely disintegrating enemies or objects. It has a limited range and a long charge time, but is highly effective at eliminating enemies or destroying structures.

+Damage	Type	Maximum Range	Rate of Reload
10	E	80	1

BOUNDING BEATRICE

One zany and unique ballistic weapon used in this post-apocalyptic wasteland is called the "Bounding Beatrice." The Bounding Beatrice is a small, spherical device that is designed to be thrown or launched from a distance.

When the Bounding Beatrice is activated, it begins to bounce and roll erratically, making it difficult for enemies to predict or avoid. As it zig zags, it emits a high-pitched whine that is designed to disorient and distract its targets.

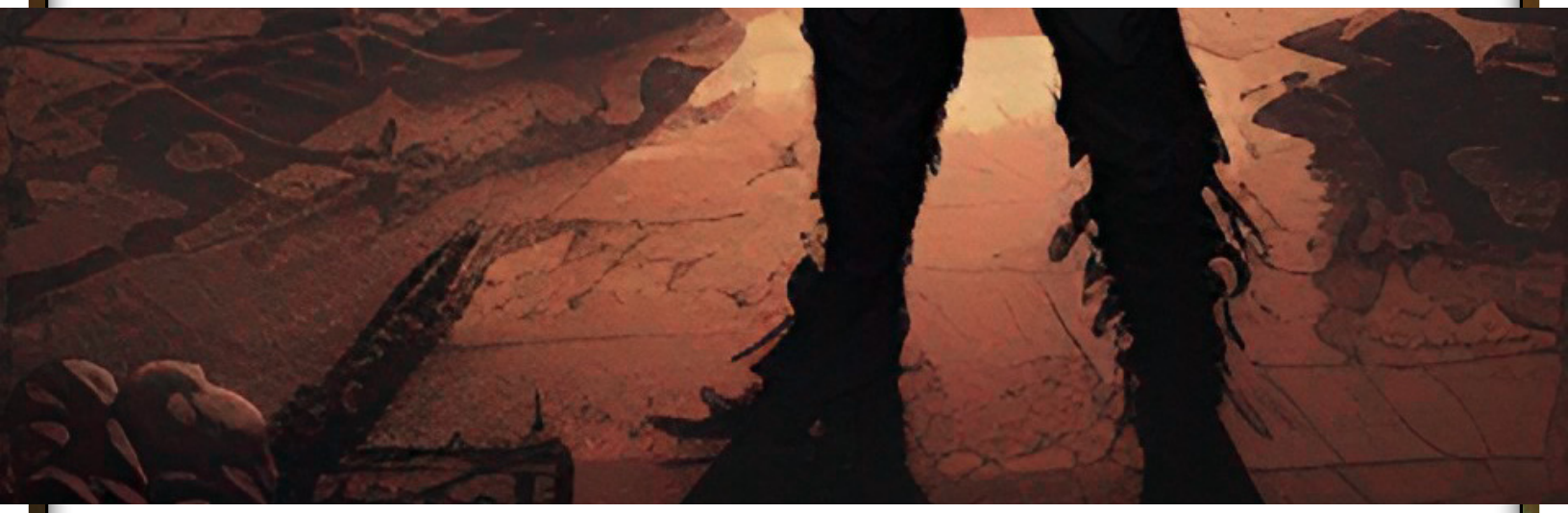
At the heart of the Bounding Beatrice is a powerful explosive charge that is triggered when the device is near its target. The explosion is powerful enough to cause significant damage and destruction, and it is capable of taking out multiple enemies at once.

When a character throws the Bounding Beatrice, they may throw it [Str x 15] ft. Upon landing, the device activates. Roll a d10 five times.

On a roll of:

1 - 2	the device spins in place
3	The device moves 5 ft north.
4	The device moves 5 ft north east.
5	The device moves 5 ft east.
6	The device moves 5 ft south east.
7	The device moves 5 ft south.
8	The device moves 5 ft south west.
9	The device moves 5 ft west.
10	The device moves 5 ft north west.

At the end of the fifth roll, the device explodes, causing 10 Energy damage in a 10 ft circle centered on the device.



HEALING, RESTING, AND RECOVERING

A character's healing process can be a slow and difficult process, especially if they have suffered severe injuries or have been exposed to harmful radiation or other environmental hazards. Injuries typically take a few hours to a day to fully heal, depending on the severity of the injury and the availability of medical care. Energy-based injuries can be particularly tricky to heal, as they often leave behind long-lasting scars or other permanent effects. In most cases, it is best for characters to seek out medical treatment from trained professionals or use any available healing items or equipment as soon as possible after an injury is sustained to speed up the healing process.

To have a character nurse another character back to health and mend them during resting time, have the nursing character make a Medicine & Aid roll. The GM will determine the severity of injuries and set the Difficulty based on the type of injuries. If the roll succeeds, the injured character gains back the nursing character's Medicine & Aid rating in Health for every hour of uninterrupted rest the character gets. In the case of a critical, double this healing value.

Barely Injured: 6
Wounded: 7
Gravely Injured: 8
Critical: 9
Near Death: 10+

MENTAL AFFLICTIONS

Mental illness in the wasteland can be caused by a variety of factors, including prolonged exposure to radiation, use of Blue Dust, chronic stress, trauma, and a lack of access to proper medical care. These illnesses can manifest in a variety of ways, including depression, anxiety, psychosis, and personality disorders. They can have a significant impact on a character's ability to function in daily life and can make survival in the wasteland even more challenging. In order to address these issues, characters may need to seek out specialized medical care or find other ways to cope with their symptoms, such as through therapy or self-care practices.

Delusions: The character has false beliefs that are not based in reality, such as believing they are a famous celebrity or have special powers.

Hallucinations: The character experiences sensory perceptions that are not real, such as seeing or hearing things that are not actually present.

Paranoia: The character is excessively suspicious and mistrustful of others, often believing they are being plotted against or watched.

Obsessive-compulsive disorder: The character has repetitive thoughts and behaviors that they feel they must complete in a specific way, often to the point of interfering with their daily life.

Schizophrenia: The character experiences a disconnect from reality and may have hallucinations, delusions, and disorganized thinking.

Depression: The character experiences persistent sadness, lack of motivation, and difficulty functioning in daily life.

Bipolar disorder: The character experiences extreme mood swings, going from manic or hypomanic episodes to periods of depression.

Post-traumatic stress disorder: The character has difficulty coping with the psychological impact of a traumatic event, such as war or abuse.

Anorexia nervosa: The character has an unhealthy obsession with food and body weight, leading to extreme dieting and weight loss.

Addiction: The character is unable to control their use of a substance or behavior, such as drugs or gambling, despite negative consequences.

HAZARDS

BLUE FEVER

In game mechanics, if a character falls victim to Blue Fever, their Strength and Agility drop to 1. It causes mental symptoms such as hallucinations, dizziness, and disorientation, and can potentially be deadly if left untreated. Characters with Blue Fever also suffer penalties to their Perception & Awareness, Reason, and Willpower, which drop to 0. Every half hour, they suffer exponentially increasing damage to Health. Starting at 1, it increases to 2, then to 4, then to 8, and so on every 30 minutes until treated or dying from the affliction.

ELECTROCUTION

Electrocution damage in the wasteland can be extremely deadly, as the electrical systems and infrastructure are often damaged or in disrepair. When a character is electrocuted, they may suffer from severe burns, muscle spasms, and nervous system damage. In severe cases, electrocution can lead to unconsciousness, coma, or even death. It is important for characters to take caution when dealing with electrical systems and to have access to medical treatment if they do suffer from electrocution.

Minor: d10 + 2 Energy damage per turn
Major:d10 + 4 Energy damage per turn
Severe: d10 + 8 Energy damage per turn
Fatal: d10 + 16 Energy damage per turn

FIRE

Fire damage in the wasteland can be incredibly destructive, both to the environment and to characters. Fires can spread quickly, destroying homes and buildings, and can also cause serious injury or even death to anyone caught in the flames. Characters may suffer burns, smoke inhalation, or other injuries as a result of fire damage. In addition, the wasteland is prone to natural disasters such as wildfires, which can be even more difficult to escape or contain.

Minor: d10 + 2 Energy damage per turn
Major: d10 + 4 Energy damage per turn
Severe: d10 + 8 Energy damage per turn
Fatal: d10 + 16 Energy damage per turn

FALLING

Falling damage is the damage a character takes when they fall from a height. The amount of damage taken depends on the distance fallen and the surface the character lands on. For example, falling from a height of 20 feet onto a hard surface such as concrete might cause significant damage, while falling from the same height onto a softer surface like grass might cause less damage. The character's Agility and Acrobatics traits can also affect the amount of damage taken. In general, the higher the fall and the harder the landing surface, the more damage a character will take.

A character will take 5 Health damage for every 10 feet fallen, plus an extra d10. If the fall is at or under 20 feet, the character can make an Acrobatics roll at a Difficulty determined by the GM based on the type of surface to halve the damage (round down). This method of breaking falls does not work over 20 feet.

RADIATION

Radiation damage in the wasteland can be caused by a variety of sources, including radiation storms, exposure to radioactive materials, and the use of radiation-based weapons. The effects of radiation damage can vary widely depending on the level of exposure and the individual's natural resistance to radiation. Some common effects of radiation damage include nausea, vomiting, diarrhea, skin irritation, fatigue, and weakened immune system function. In severe cases, radiation damage can lead to more serious health problems such as cancer, organ damage, and death. It is important for characters in the wasteland to take precautions to protect themselves from radiation, such as avoiding it entirely, wearing protective clothing, and using radiation-resistant equipment.

Minor: d10 + 2 Energy damage per turn
Major: d10 + 4 Energy damage per turn
Severe: d10 + 8 Energy damage per turn
Fatal: d10 + 16 Energy damage per turn

DROWNING

Drowning in the wasteland can be a serious hazard, especially in areas where there are large bodies of water or other sources of water. When a character is submerged in water and unable to reach the surface to breathe, they will begin to take damage as they struggle to stay alive. This damage can be lethal, and if not treated quickly, can result in death. Characters may also suffer from hypothermia if they are exposed to cold water for an extended period of time.

A character may stay underwater for [Strength] minutes without having to surface for air. Each minute afterwards, the character takes a d10 in Lethal damage.

DRUGS & POISON

Alcohol: Alcohol can cause impaired judgment, slurred speech, and slowed reflexes. In large enough quantities, it can also cause unconsciousness and death.

Decreases Perception & Awareness by 1, increases Willpower by 1

Hallucinogen: Hallucinogens can cause altered perception, hallucinations, and changes in mood and cognition. They can also cause paranoia and psychosis in some individuals.
Increases Perception & Awareness by 1, decreases Reason by 1

Cocaine/Speed: Cocaine and other stimulants can cause increased energy, alertness, and focus, but can also lead to irritability, agitation, and increased heart rate and blood pressure. In high doses, they can cause heart attack, stroke, and death.
Increases Agility by 1, decreases Health by 5

Heroin/Opiates: Opiate drugs such as heroin can cause a sense of euphoria and relaxation, but can also lead to respiratory depression, constipation, and addiction. Overdose can lead to coma and death.

Decreases Perception & Awareness by 1, relieves some symptoms of mental afflictions

Food Poisoning: Food poisoning can cause symptoms such as nausea, vomiting, diarrhea, and stomach cramps. In severe cases, it can lead to dehydration and death.

Decreases Health by 5, decreases Defense by 2

Poison: Poison can cause a wide range of symptoms depending on the type of poison and the amount ingested. It can cause vomiting, diarrhea, difficulty breathing, convulsions, and death.

Decreases Health by an amount based on severity, decreases Defense similarly

ANTAGONISTS

In Aliens & Outlaws, antagonists are any characters or forces that are working against the player characters, either as enemies or as challenges for the players to overcome. These can include Outlaws, Aliens, and other dangers found in the Wasteland. The players may have to fight against these antagonists in combat, or they may have to use their skills and abilities to outsmart or outmaneuver them in order to survive and complete their goals. Antagonists can range from small, individual threats to large, formidable forces, and they can be encountered in a variety of different ways, depending on the specific needs of the story.

Antagonists in Aliens & Outlaws are characters or groups of characters who oppose the player characters and their goals. They can be human, alien, creatures, or a combination of all, and can have a variety of motivations such as greed, power, or survival. These antagonists may be encountered during gameplay as enemies to be fought or as NPCs with whom the player characters must interact or negotiate. Antagonists can also be part of the larger narrative of the game, serving as major plot points or challenges for the player characters to overcome. It is up to the Game Master to create and portray these antagonists in a way that fits with the overall theme and story of the game.

Antagonists can be found in various locations throughout the wasteland, including abandoned towns and cities, ruins, and isolated settlements. They may also be encountered while on missions or while traveling through the wasteland. Antagonists can take the form of threats such as mutated creatures, raiders, or rogue Holdouts.

Game Masters are encouraged to use their creativity and come up with their own custom monsters for players to encounter. However, for ease of use, a wide array of prebuilt antagonists are also available for Game Masters to choose from. These prebuilt antagonists can include everything from mutated animals to human Outlaws, and even Aliens. The choice of which type of antagonist to use is up to the Game Master and can depend on the specific theme and tone of their game. Whether using custom monsters or prebuilt ones, Game Masters have a lot of flexibility to create challenging and memorable encounters for players to face.

CHANGING IT UP

To adjust the difficulty level of a prebuilt antagonist, Game Masters can use the following formula:

Hard: +1 all Attributes, +1d10 Health, +1 Defense, +1 all Ability values and +0 Ability use per encounter
Brutal: +2 all Attributes, +1d10 Health, +1 Defense, +2 all Ability values +1 Ability use per encounter
Savage: +3 all Attributes, +1d10 Health, +1 Defense, +3 all Ability values +1 Ability uses per encounter
Epic: +4 all Attributes, +2d10 Health, +2 Defense, +4 all Ability values +2 Ability uses per encounter
Legendary: +5 all Attributes, +3d10 Health, +3 Defense, +5 all Ability values +3 Ability uses per encounter

This system allows Game Masters to easily adjust the difficulty of any prebuilt antagonist to match the skill level of their players as well as create unique encounters or a giant, epic boss version of an existing peon monster. Game Masters are also encouraged to add new abilities as they see fit to make more unique and original epic encounters. A list of example powers can be found at the end of this section with a roll table for random generation. As a GM, your limit on what your characters find in the Wasteland is only limited by your imagination.

TYPES OF ANTAGONISTS

Antagonists may use their abilities once per combat encounter, unless otherwise stated. With increased difficulty, they may use their abilities multiple times per combat scenario. Below are some prebuilt adversaries for your players to encounter in game.

When a description says that an ability is passive, it means that the ability is always active and does not require any special actions or inputs to activate it. Passive abilities are typically passive effects that are constantly in effect, such as a bonus to a character's stats or a special effect that triggers under certain conditions. Passive abilities are usually contrasted with active abilities, which are abilities that must be manually activated by the player in order to use them. Passive abilities are typically more passive effects that are always in effect and do not require any special actions to trigger them, making them a convenient and easy way to provide a character with additional benefits without requiring any additional input from the player.

When a description says that an ability is passive, it means that the ability is always active and does not require any special actions or inputs to activate it. Passive abilities are typically passive effects that are constantly in effect, such as a bonus to a character's stats or a special effect that triggers under certain conditions. Passive abilities are usually contrasted with active abilities, which are abilities that must be selectively activated by the GM in order to use them.

Derived stats of Health, Defense, and Movement can be calculated with the following formulas:
Health: Strength x 10
Defense: 6 + Agility
Movement: Agility x 15 ft / turn
Melee Attack / Damage: +Strength
Range Attack / Damage: +Agility

HUMAN

The most common type of creature in the wasteland, humans are often found in various settlements or roaming the wasteland as scavengers or raiders.

Colonel: A highly skilled military strategist with the ability to manipulate and control his soldiers with his charisma and respect.
Strength: 3, Agility: 2, Reason: 2
Maneuver: The Colonel is able to quickly assess a situation and give precise orders to his soldiers, allowing them to effectively coordinate their attacks and defenses.

- Grant +1 Melee Attack, Ranged Attack, and Defense to allies within hearing range until the start of Colonel's next turn.

Speech: The Colonel is able to rally his troops with a rousing speech, increasing their morale and resolve in battle.

- Grant +5 temporary Health to allies within hearing range.

Cult Leader: A charismatic and manipulative individual with the ability to brainwash and control large groups of people with his persuasive words and hypnotic gaze.
Strength: 2, Agility: 2, Reason: 3
Hypnotic Gaze: The Cult Leader is able to hypnotize his enemies, causing them to become disoriented and more susceptible to his commands.

- Target must make a Willpower roll Difficulty [6 + C.L.'s Reason]. On a failure, the target is Confused until the start of the Cult Leader's next turn.

Brainwash: The Cult Leader is able to use his persuasive words and charismatic personality to brainwash his followers, making them blindly loyal to him.

- (passive) When an ally fights alongside the Cult Leader, it is impossible for them to make hostile actions against the Cult Leader, even under the direct command of others.

Mastermind: A highly intelligent and cunning individual with the ability to anticipate and outmaneuver his enemies with his strategic planning and resources.
Strength: 2, Agility: 1, Reason: 3
Planning: The Mastermind is able to anticipate his enemies' moves and plan accordingly, allowing him to outmaneuver and outwit them in battle.

- (passive) At the start of combat, roll a d10. If the result is [10 - MM's Reason (Minimum 2)] or greater, the Mastermind goes first. Otherwise, proceed with Initiative as normal.

Management: The Mastermind is able to effectively utilize his resources, such as weapons and equipment, to gain an advantage in combat.

- (passive) Switch between weapons as an Instant Action.

Assassin: A deadly and stealthy killer with the ability to move silently and strike from the shadows, taking out his targets with precision and efficiency.
Strength: 3, Agility: 3, Reason: 2
Shadow Strike: The Assassin is able to move silently and strike from the shadows, taking out his targets with precise and deadly attacks.

- (passive) If the Assassin makes a Melee attack during a Surprise round in combat, it crits on a roll of 8 or above.

Poisoned Weapon: The Assassin is able to coat his weapons with a lethal poison, causing his enemies to slowly succumb to its effects.

- Target within 5 ft gains the Poisoned 1 status effect.

Gambler: A risky and unpredictable individual with the ability to manipulate and control situations with his luck and charm.
Strength: 1, Agility: 3, Reason: 2
Rogue's Gambit: The Gambler is able to take risky and unpredictable actions in combat, catching his enemies off guard and gaining an advantage.

- Halve the damage of an attack made against the Gambler from an attack they can see.

Lucky Charm: The Gambler is able to use his lucky charm to increase his chances of success in battle.

- Reroll a missed attack.

Enforcer: A brutal and intimidating individual with the ability to instill fear in his enemies with his physical strength and intimidation tactics.
Strength: 3, Agility: 2, Reason: 2
Merciless Voice: The Enforcer is able to intimidate his enemies with his physical strength and brute force, causing them to hesitate and become more vulnerable.

- Impose a -1 penalty to Melee and Ranged attacks made by enemies in range of the Enforcer's voice until the start of their next turn.

Brutality: The Enforcer is able to deliver powerful and devastating blows to his enemies, causing significant damage.

- Add +2 to the Melee damage of an attack.

Mad Scientist: A brilliant yet deranged individual with the ability to create and control advanced technologies and weapons.
Strength: 1, Agility: 2, Reason: 3
Madtech: The Mad Scientist is able to create and control advanced technologies and weapons, giving him an advantage in combat.

- Increase Defense by 1 or Increase Melee or Ranged attack by 1 for the rest of the combat encounter.

Experimentation: The Mad Scientist is able to use his scientific knowledge to create and wield experimental weapons, causing unpredictable and potentially dangerous effects on his enemies.

- Increase the damage of a weapon by 2. At the start of each of the Mad Scientist's turns, roll a d10. On a result of a 1 - 3, the weapon is destroyed.

Politician: A manipulative and ambitious individual with the ability to sway public opinion and influence political decisions through his charisma and eloquence.
Strength: 2, Agility: 1, Reason: 3
Not Me, Damn You: The Politician is able to use his deceit and helpless demeanor to avoid direct conflict.

- (passive) On the first hostile attack made against the Politician, roll a d10. If the result is [10 - Politicians Reason (minimum 2)] or higher, the attack misses.

Gift of Gab: The Politician is able to exude a charismatic aura, making him more likable and persuasive to those around him.

- Add +2 to a Persuasion & Manipulation roll.

Gang Leader: A ruthless and dominant individual with the ability to control and command a large group of followers through fear and intimidation.
Strength: 3, Agility: 2, Reason: 2
Dominance: The Gang Leader is able to exert his dominance over his followers, causing them to become more loyal and obedient.

- Allies within hearing range of the Gang Leader take 1 Non-Lethal Health damage but deal +1 Damage on their next successful Melee or Ranged attack.

Fueled by Fear: The Gang Leader is able to use intimidation and fear to control his enemies and sway their actions in his favor.

- Add +2 to an Intimidate roll.

OUTLAW

A type of human that is often heavily armed and dangerous, Outlaws are known for their aggressive behavior and willingness to kill for resources.

Baron's Enforcer: a charismatic and ruthless Outlaw who can rally his fellow Outlaws to fight with increased ferocity and endurance.
Strength 3, Agility 1, Reason 2
Rally the Troops: The Baron's Enforcer is able to rally his fellow Outlaws, increasing their ferocity and endurance in combat.

- (passive) Add 10 maximum Health for any allies who fight alongside the Baron's Enforcer.

Marked by Battle: The Baron's Enforcer is able to use his harsh conditioning from violence and life in the Wasteland to survive and outlast.

- (passive) Add 15 maximum Health

Traitor: a former Holdout who has turned on his own people and possesses the ability to gather intelligence and infiltrate Holdout communities undetected.
Strength 2, Agility 3, Reason 1
Infiltrator: The Traitor is able to gather intelligence and infiltrate Holdout communities undetected, making them a formidable spy.

- (passive) Take 6 levels in the Infiltrator subclass

Thy Serpent Tongue: The Traitor is skilled at manipulating and manipulating those around them, using their words and persuasion to get what they want.

- Automatically succeed at a Persuasion & Manipulation roll involving lying, deceit, or deception. Roll a d10. If the result is greater than or equal to 8, it is a critical success.

Torturer: a sadistic Outlaw who can extract information and break the will of his victims through intense physical and psychological torture.
Strength 1, Agility 2, Reason 3
Heinous Methods: The Torturer is able to extract information and break the will of their victims through intense physical and psychological torture.

- During a torture session, the victim must make a Willpower roll Difficulty [6 + Torturer Reason]. On a failure, the victim will comply with the information demands of the Torturer. The victim takes 1 Lethal damage for each question gained in this way.

Psychological Warfare: The Torturer is able to instill fear in their victims, making them more likely to submit to their demands.

- (passive) Add +1 Defense.

Chemist: a mad scientist Outlaw who has mastered the art of creating deadly poisons and explosive chemicals.
Strength 1, Agility 2, Reason 3
Chem Slinger: The Chemist is able to create deadly poisons and explosive chemicals, using them to their advantage in combat.

- Craft chemicals that deal +[Reason] Lethal damage on a successful Ranged attack and apply a chosen Status Effect until the start of the Chemist's next turn (see rules section).

Frequent Exposure: The Chemist is skilled at using chemicals and gases to debilitate and harm their enemies.

- Take half damage from sources involving chemicals, poisons, diseases, radiation, or other forms of toxic substance (round down). What is considered under this umbrella is up to the GM.

Sniper: a deadly accurate Outlaw who can take out targets from long distances with his high-powered rifle.
Strength 2, Agility 3, Reason 1
Aim Small, Miss Small: The Sniper is able to take out targets from long distances with their high-powered rifle, making them a formidable ranged attacker.

- (passive) If making a successful Ranged attack from a Surprise round of combat, the Sniper deals an automatic 25% of the target's total Health in damage (round down).

Low and Slow: The Sniper is able to move silently and strike from the shadows, taking out their targets without being detected.

- (passive) Gain +2 to a Stealth & Thievery roll while moving at half Movement.

Demolitionist: a skilled engineer Outlaw who can create and disarm bombs with ease.
Strength 3, Agility 1, Reason 2
Explosives Expert: The Demolitionist is skilled at creating and disarming bombs, using them to their advantage in combat.

- (passive) Take 6 levels in the Demolitionist subclass

Minimum Collateral: The Demolitionist is able to carefully and precisely target specific areas, causing maximum damage with minimal collateral.

- (passive) Demolitionist bombs do not affect the Demolitionist's allies.

Hacker: a tech-savvy Outlaw who can manipulate and control electronic systems to his advantage.
Strength 2, Agility 1, Reason 3
Backdoor: The Hacker is able to manipulate and control electronic systems to their advantage, using them as weapons against their enemies.

- Roll a d10. On a result of [10 - Hacker Reason (minimum 2)] or greater, the Hacker may take control of electronic equipment until the start of their next turn.

DDoS: The Hacker is skilled at using their hacking abilities to disrupt and disable enemy systems, giving them an advantage in combat.

- Roll a d10. On a result of [10 - Hacker Reason (minimum 2)] or greater, the Hacker may disable electronic equipment until the start of their next turn.

Stryker: a typical foot soldier, fighter Outlaw who serves as frontline combatants.
Strength 3, Agility 2, Reason 1
Frontline: The Stryker has strength in numbers, and fights more effectively among hordes of his rank-and-file.

- (passive) Gain +1 Melee Attack / Damage when engaged in combat with at least 2 other Strykers.

Scarred: The Stryker has been conditioned to not show weakness or pain, and will continue fighting to prove his toughness to his allies.

- (passive) Subtract 1 from all Non-Lethal and Lethal damage when assisted in combat with at least 2 other Strykers.

Lieutenant: a powerful and feared Outlaw who controls a large gang and can call upon his followers to do his bidding.
Strength 1, Agility 2, Reason 3
Body Shield: The Lieutenant controls a large gang and is able to call upon his followers to do his bidding, making them a formidable force.

- Roll a d10. On a result of [10 - Lieutenant Reason (minimum 2)] or higher, an adjacent ally within 5 ft can take the damage dealt to him.

Death Before Dishonor: The Lieutenant is able to use his violence and power to intimidate his subordinates, making them more likely to fight further.

- Kill an ally within 15 ft who is at or below 25% maximum Health to restore [d10 + Lieutenant Reason] Health to allies within 30 ft.

Doc: a manipulative Outlaw who poses as a medical professional and uses his knowledge to exploit and harm others.
Strength 2, Agility 1, Reason 3
Tainted Syringe: This weapon injects a deadly poison into the target, causing them to slowly succumb to its effects over time.

- Make a Ranged Attack using +[Doc Reason] for Attack and Damage. If the attack hits, the target gains the Poisoned 1 status effect.

Malpractice: This ability allows the user to manipulate and control the healing of their enemies, using their own practices and safeguards against them.

- Remove [Doc Reason] from a healing effect made by an enemy.

MUTANTS

The result of exposure to radiation or other toxic substances, mutated creatures often have unique abilities or deformities that make them a formidable opponent.

Mutant Rhino: a giant, mutated version of a rhinoceros with deadly horns and thick armored skin.
Strength 3, Agility 2, Reason 1
Mutant Skin: The mutant rhino has mutated to have even tougher, more resilient skin.
- (passive) Add +2 to Defense and +10 Health.

Gore: The mutant rhino lowers its head and charges forward, impaling its enemies with its sharp horns.
- Deal +3 damage after moving 10 ft in a straight line and convert the damage type to Lethal.

Mutant Scorpion: a giant, mutated version of a scorpion with sharp, venomous claws and a venomous stinger.
Strength 1, Agility 3, Reason 2
Venomous Claws: The mutant scorpion lashes out with its venomous claws, injecting a deadly poison into its enemies.
- On a successful Melee attack, deal [d10] Lethal damage and the target gains the Poisoned 1 status effect (stacking).

Stinger Blast: The mutant scorpion fires a burst of venom from its stinger, causing damage and poison to anyone caught in the blast.
- On a successful Ranged attack, deal [d10] Lethal damage and the target gains the Poisoned 1 status effect (stacking).

Wolfyote / Coyolf: a hybrid creature spawned from decades of wolves breeding with coyotes, with powerful jaws and agile movements.
Strength 2, Agility 2, Reason 2
Pack Tactics: The wolfyotes gather in a pack and coordinate their attacks, overwhelming their enemies with their numbers.
- (passive) Add +1 Melee Attack when engaged in combat with at least 1 other Wolfyote.

Savage Bite: The wolfyote bites down with its powerful jaws, causing heavy damage and tearing into its enemy.
- (passive) Add +1 Melee damage

Ursulus Major: a massive, mutated bear with sharp claws and immense strength.
Strength 3, Agility 1, Reason 2
Roar: The ursulus major lets out a deafening roar, intimidating its enemies and causing them to hesitate in their attacks.
- Targets in a 50 ft circle suffer -2 Defense until the start of the UM's next turn.

Claws: The ursulus major swipes its massive claws, causing heavy damage and tearing into its enemies.
- Deal +3 Melee damage on a successful attack.

Killodile: a crossbreed of a crocodile and a killer whale, with powerful jaws and the ability to swim at great speeds.
Strength 3, Agility 3, Reason 1
Rush: The killodile charges through the water, causing heavy damage to anything in its path.
- Double movement speed in water. After moving at least 15 ft in a straight line, deal an extra +2 Melee damage.

Consume: The killodile opens its massive jaws and attempts to swallow its enemy whole, causing heavy damage and potentially killing its prey.
- If a target is below 10% of their maximum Health, roll a d10. On a result of 9 or 10, the Killodile immediately clamps down on the target, flicks it upwards, and swallows it whole, killing it outright.

Mega Rat: a giant, mutated version of a rat with sharp teeth and quick movements.
Strength 2, Agility 3, Reason 1
Plague: The mega rat spreads a deadly plague with its bite, causing its enemies to become sick and weak.
- On a successful Melee attack, deal [d10] Lethal damage and the target gains the Fatigued status effect until the start of the Mega Rat's next turn.

Scurry: The mega rat scurries around its enemies, darting in and out of the fray.
- If using only half its Movement, the Mega Rat does not provoke attacks of opportunity.

Hell Deer: a mutant deer with glowing eyes, sharp antlers, and the ability to breathe fire.
Strength 1, Agility 3, Reason 2
Fire Breath: The hell deer unleashes a burst of fire from its mouth, causing heavy damage to anything caught in the blast.
- Roll a d10. On a result of [10 - Hell Deer's Agility (minimum 2)] or greater, the Hell Deer emits a gout of flame 10 ft wide and 20 ft long in the direction it is facing, dealing [d10] Energy damage to anyone caught in its wake.

Antler Strike: The hell deer lowers its head and charges forward, impaling its enemies with its sharp antlers.
- Deal +2 Melee damage on a successful attack.

Sand Worm: a giant, burrowing creature that dwells beneath the desert sands, with sharp teeth and the ability to swallow prey whole.
Strength 3, Agility 2, Reason 1
Burrow: The sand worm burrows underground, allowing it to ambush its enemies from below.
- The sand worm is unable to be targeted by Melee and Ranged attacks and may move an extra 10 ft of Movement.

Swallow: The sand worm opens its massive jaws and attempts to swallow its enemy whole, causing heavy damage and potentially killing its prey.
- If a target is suffering from a Bleed effect, it will be chosen first. If the target has less than 10% of its maximum Health, it is swallowed and killed outright.

Waste Python: a massive, mutated version of a python with powerful constricting muscles and venomous fangs.
Strength 2, Agility 2, Reason 2
Constrict: The waste python wraps its body around its enemy, constricting and crushing them with its powerful muscles.
- Make a contested Strength roll against the target while within 5 ft of it. If the python has greater than or equal to the target's roll, the target is Immobilized until the python releases its grip. The target also suffers [d10 - 5 (minimum of 1)] Lethal damage at the beginning of each of the target's turns while constricted.

Bite: The waste python bites down with its venomous fangs
- On a successful Melee attack, deal no damage, but apply all of the following status effects to the target: Immobilized, Knocked Down, Confused, and Fatigued.

Crossbreed: a creature created by combining the genetic traits of multiple species, with unique abilities and physical characteristics.
Strength 0, Agility 0, Reason 0
Depending on the combination of two creatures, assign Strength, Agility, and Reason values to 3, 2, and 1 in any order. Create your own abilities or mix and match abilities similar to the ones listed in this book.

TOXICS

Creatures that have been mutated or evolved to thrive in toxic environments, toxic creatures often have poisonous attacks or defenses.

Toxic Spinner: a venomous spider-like creature that can shoot a toxic goo from its mandibles to poison its prey.
Strength 3, Agility 1, Reason 2
Venom Web: The Toxic Spinner can shoot a sticky, venomous web at its enemies, entangling and poisoning them.

- On a successful Ranged attack, deal no damage, but apply the Immobilized and Poisoned 1 status effects. The Immobilized status effect lasts until the start of the spinner's next turn.

Toxic Spit: The Toxic Spinner can spit a toxic goo at its enemies, causing them to become sick and weakened.

- On a successful Ranged attack, deal no damage, but apply the Fatigued status effect. This effect lasts until the start of the spinner's next turn.

Acid Leech: a mutated leech that can secrete a corrosive acid from its skin to dissolve its prey.
Strength 2, Agility 1, Reason 3
Corrosive Bite: The Acid Leech can bite its enemies with its sharp, acidic teeth, causing them to dissolve.

- When making a Melee attack at an armored target, ignore the Armor bonus for Defense.

Corrosive Slime: The Acid Leech can secrete a corrosive slime from its skin, melting anything it touches.

- Whenever a successful Melee attack is made against the Acid Leech, the attacker takes [d10 - 7 (minimum 1)] Lethal damage.

Electric Eel: mutated eel that can generate powerful electric shocks to stun its prey.
Strength 1, Agility 3, Reason 2
Shock: The Electric Eel can generate a powerful shockwave that stuns its enemies.

- On a successful Melee attack, deal no damage, but apply the Stunned status effect. This effect lasts until the start of the eel's next turn.

Electrocution: The Electric Eel can bite its enemies with its electrified jaws, causing them to become unconscious.

- On a successful Melee attack, deal no damage, but apply the Unconscious status effect.

Wasteland Wampus: a hybrid creature with the body of a mountain lion and the head of a wolf, known for its ferocious hunting abilities.
Strength 2, Agility 3, Reason 1
Rend: The Wasteland Wampus has sharp claws that can tear through its enemies with ease.

- On a successful Melee attack, deal an extra 1 Lethal damage and apply the Bleed 1 status effect.

Blood Frenzy: The Wasteland Wampus becomes more visceral and violent at the scent of drawn blood.

- (passive) Deal an extra +1 damage to any target suffering from a Bleed status effect.

Sludge Beast: a giant blob-like creature made of toxic sludge, capable of engulfing and dissolving anything it touches.
Strength 2, Agility 1, Reason 1
Muck: The Sludge Beast is a gelatinous blob, and methods of destroying it are significantly more difficult.

- (passive) Immune to damage made by slashing, piercing, or stabbing weapons.

Engulf: The Sludge Beast can engulf its enemies, dissolving them in its toxic sludge.

- On a successful Melee attack, deal an extra +1 Lethal damage and apply the Immobilized, Knocked Down, and Stunned status effects. The Stunned status effect lasts until the start of the sludge beast's next turn. Targets must make a contested Strength roll Difficulty [6 + SB Strength] or greater to escape. While engulfed, the targets take [d10 - 7 (minimum 1)] Energy damage per turn.

Fume Lizard: a mutated lizard that can emit a toxic gas from its mouth to poison its prey.
Strength 3, Agility 2, Reason 1
Toxic Breath: The Fume Lizard can exhale a toxic gas that poisons its enemies.

- On a successful Ranged attack, deal +1 damage and apply the Poisoned 1 status effect (stacking).

Venomous Tail: The Fume Lizard can whip its enemies with its venomous tail, causing them to become sick and weakened.

- On a successful Melee attack, deal +1 damage and apply the Poisoned 1 status effect (stacking).

Plague Boar: a mutated boar with a highly contagious and deadly disease that it can transmit through its bites and scratches.
Strength 2, Agility 3, Reason 1
Contagious Bite: The Plague Boar can transmit a deadly disease through its bites and scratches.

- On a successful Melee attack, the Plague Boar can infect a target with Boar's Rot, a fatal disease. At the start of each combat turn the target is infected with Boar's Rot, roll a d10. If the result is 10, the target is immediately dropped into Fatal Wounds. Continue this roll every hour spent outside of combat until cured.

Vomit: The Plague Boar can spit a toxic goo at its enemies, causing them to become sick and weakened.

- On a successful Ranged attack, deal no damage, but apply the Fatigued status effect. This effect lasts until the start of the boar's next turn.

Gator: a mutated alligator with increased size and strength, known for its powerful jaws and sharp teeth.
Strength 3, Agility 1, Reason 2
Powerful Jaws: The Gator has powerful jaws that can crush the bones of its prey.

- Make a contested Strength roll against the target while within 5 ft of it. If the gator has greater than or equal to the target's roll, the target is Immobilized until the gator releases its grip. The target also suffers [d10 - 5 (minimum of 1)] Lethal damage at the beginning of each of the target's turns while clenched. During this period, the gator may not make another attack until releasing its bite and its Defense is lowered by 2.

Water Sprint: The Gator can swim at high speeds in water, making it difficult to escape.

- (passive) Increase Movement by 25 ft while in water.

Jellyfish: a mutated version of a typical jellyfish. Its tentacles are covered in a toxic poison that can cause severe hallucinations and even death to those who come into contact with it. It is able to release this poison in a cloud around its body, making it a dangerous creature to approach.
Strength 1, Agility 2, Reason 3
Tentacle Strike: The Toxic Jellyfish can launch its tentacles at its enemies, injecting them with its toxic poison and causing hallucinations and severe pain.

- On a successful Melee attack, deal no damage, but apply the Terrified and Fatigued status effects. These effects last until the start of the jellyfish's next turn.

Poison Cloud: The Toxic Jellyfish can release a cloud of its toxic poison around its body, making it difficult for enemies to approach and potentially causing them to become disoriented or incapacitated.

- On a successful Melee attack, deal no damage, but apply the Confused status effect. This effect lasts until the start of the jellyfish's next turn.

Rattlespitter: a venomous snake with the ability to spit its venom at long distances to incapacitate its prey.
Strength 2, Agility 1, Reason 3
Venomous Spit: Rattlespitter is able to spit its venom from its fangs at long distances, hitting its prey and causing paralysis or even death.

- On a successful Ranged attack, deal +1 Lethal damage, and apply the Immobilized status effect. This effect lasts until the start of the rattlespitter's next turn.

Slithering Strike: Rattlespitter is extremely agile and can strike quickly and unexpectedly, using its venomous fangs to deliver a deadly bite.

- (passive) Make a second attack at a -3 penalty, for half damage (round down).

RADIOACTIVES

Creatures that have been mutated by radiation and often emit harmful levels of radiation themselves, radioactive creatures are often highly dangerous.

Gasbag: a floating, toxic monster that sprays a noxious gas at its enemies. Its skin is thick and resistant to most attacks, making it a formidable opponent.
Strength 2, Agility 1, Reason 3
Noxious Gas: The gasbag is able to release a toxic gas from its body that can cause severe respiratory problems and disorientation in its enemies.

- On a successful Ranged attack, deal no damage, but apply the Confused status effect. This effect lasts until the start of the gasbag's next turn.

Thick Skin: The gasbag has a thick, armored skin that is resistant to most forms of physical damage.

- (passive) Immune to damage made from blunt weapons such as hammers, bats, clubs, etc.

Glowapede: a long, glowing worm-like creature with multiple segments. It has the ability to regenerate its body if any part is cut off, making it nearly indestructible.
Strength 3, Agility 1, Reason 2
Venomous Bite: The glowapede has venomous fangs that can inject a powerful toxin into its prey, causing paralysis and eventually death.

- On a successful Ranged attack, deal an extra 1 Lethal damage, and apply the Immobilized status effect. This effect lasts until the start of the glowapede's next turn. If the target is at or below 10% of their Health total, cardiac arrest sets in and the target is killed immediately.

Regeneration: The glowapede has the ability to regenerate its body if any part is cut off, making it nearly indestructible.

- (passive) Regenerate 2 Health at the start of every combat turn.

Glowsnake: a venomous serpent with glowing skin. Its venom is highly toxic and can cause hallucinations in those who are bitten.
Strength 1, Agility 3, Reason 2
Venomous Bite: The glowsnake has venomous fangs that can inject a highly toxic venom into its prey, causing hallucinations and eventually death.

- On a successful Melee attack, deal an extra 2 Lethal damage, and apply the Confused status effect. This effect lasts until the start of the glowsnake's next turn.

Camouflage: The glowsnake can change the color of its skin to blend in with its surroundings, making it difficult to spot.

- (passive) Gain a [Glowsnake Agility + 2] bonus to rolls attempting to hide or conceal itself.

Green Ant: a giant, mutated ant with glowing green eyes. It is incredibly strong and has the ability to lift objects many times its own weight.
Strength 3, Agility 2, Reason 1
Acid Spit: The green ant is able to spit a corrosive acid from its mouth that can burn and dissolve anything it touches.

- (passive) When making a Ranged attack at an armored target, ignore the Armor bonus for Defense.

Super Strength: The green ant is incredibly strong and able to lift objects many times its own weight.

- (passive) Gain +10 to Strength rolls involving lifting or carrying objects.

Glowing Gorilla: a giant, radioactive ape with glowing skin. Its powerful muscles allow it to hurl objects and enemies with ease.
Strength 3, Agility 1, Reason 2
Radioactive Aura: The glowing gorilla is surrounded by a radioactive aura that can damage anything that comes too close.

- (passive) Targets within 5 ft of the Glowing Gorilla suffer 1 Energy damage at the start of their turns.

Throwing Ability: The glowing gorilla has powerful muscles that allow it to hurl objects and enemies with ease.

- (passive) When using a thrown object as an attack, use Strength instead of Agility for Attack / Damage.

Radworm: a glowing, mutated worm with radioactive skin. It has the ability to burrow underground and surprise its enemies with sudden attacks.
Strength 2, Agility 3, Reason 1
Radioactive Burrow: The radworm is able to burrow underground and release a burst of radiation when it emerges, damaging everything in its path.

- The radworm is unable to be targeted by Melee and Ranged attacks while underground and gains an extra 15 ft Movement. When it bursts from the ground, targets in a 10 ft circle take 1 Energy damage.

Ripping Bite: The radworm has venomous fangs that can inject a highly toxic venom into its prey, causing severe internal damage.

- On a successful Melee attack, deal an extra 1 Lethal damage, and apply the Bleed 1 status effect.

10-Legs: a giant, mutated spider with 10 glowing legs. It is fast and agile, making it difficult to hit in combat.
Strength 1, Agility 3, Reason 2Deca-Dash: The 10-Legs has the ability to move at lightning fast speeds, making it difficult to hit in combat.

- (passive) Gain +25 Movement. When the 10-Legs is hit with a Melee attack, roll a d10. On a result of 9 or 10, the attack misses completely

Fission Fox: a glowing, radioactive fox with the ability to emit bursts of energy. It is highly intelligent and able to outsmart its enemies.
Strength 2, Agility 1, Reason 3
Outburst: The Fission Fox has the ability to emit bursts of energy, which can damage and stun its enemies.

- On a successful Melee attack, deal an extra 2 Energy damage, and apply the Stunned status effect. This effect lasts until the start of the fission fox's next turn.

Glowing Soul: a human with glowing, radioactive skin. They are highly skilled in combat, fast, and completely insane.
Strength 3, Agility 2, Reason 1
Glowing Skin: The Glowing Soul has glowing, radioactive skin that can emit harmful radiation, which can damage and weaken its enemies.

- (passive) Targets within 5 ft of the Glowing Soul take 1 Energy damage at the start of their turns.

Warped Physique: The Glowing Soul has enhanced, superhuman physical characteristics as a result of the effects of radiation.

- (passive) +10 Health, +1 Defense, +10 Movement

ROBOT

Robots that have survived the apocalypse and continue to roam the wasteland, often with malfunctioning programming or repurposed for new tasks.

Sentry Bot: equipped with advanced sensors and a mounted machine gun, this robotic antagonist can easily locate and take out its targets with deadly accuracy.
Strength 1, Agility 3, Reason 2
Targeting System: The Sentry Bot is equipped with advanced sensors that allow it to quickly identify and track multiple targets at once, making it difficult to evade.

- (passive) At the start of combat, roll a d10. If the result is greater than or equal to [10 - Sentry Bot Reason (minimum 2)], it goes first. Otherwise, continue with Initiative as normal.

Precision Targeting: The Sentry Bot has a mounted laser cannon that can pinpoint damage to its enemies.

- (passive) When making a Ranged attack at an armored target, ignore the Armor bonus for Defense.

Mech: a towering, heavily armored machine with powerful lasers and heavy artillery, the Mech is a force to be reckoned with.
Strength 3, Agility 2, Reason 1
Missile Launcher: The Mech is equipped with a shoulder-mounted missile launcher that can launch a barrage of missiles at its enemies.

- Roll a d10. On a result of [10 - Mech's Agility (minimum 2)] or greater, the Mech sends a ballistic missile which accurately impacts in an area, dealing [d10] Energy damage to anyone caught in its wake.

Chrome Plating: The Mech has a built-in energy shield that can deflect incoming attacks and protect it from harm.

- (passive) Half damage (round down) from slashing and piercing weapons such as knives, swords, rapiers, etc.

Assassin Drone: small and agile, the Assassin Drone is capable of flying through tight spaces and delivering precise, deadly strikes to its targets.
Strength 2, Agility 3, Reason 1
Stealth Mode: The Assassin Drone is able to turn invisible and move silently, allowing it to sneak up on its targets undetected.
- When activating this mode, the Assassin Drone is completely undetectable until it attacks or moves more than 10 ft in a turn.

Poison Darts: The Assassin Drone has the ability to fire poison darts from its hull, which can incapacitate its prey.
- On a successful Ranged attack, deal an extra 2 Lethal damage, and apply the Unconscious status effect.

Repair Drone: a seemingly benign machine, the Repair Drone is often underestimated by its enemies. However, it is equipped with a variety of tools and the ability to self-repair, making it a formidable opponent in a fight. Its unique power is the ability to quickly and efficiently repair any damage it takes, making it nearly indestructible.
Strength 1, Agility 2, Reason 3
Self-Repair: The Repair Drone is able to repair itself and other machines quickly and efficiently, making it a valuable asset in battle.
- Replenish [d10 + RD Reason] Health to a friendly machine.

Firewall: The Repair Drone has advanced security systems against hacking and exploiting.
- (passive) Difficulty when attempting to hack a Repair Drone is increased by 2.

Holographic Mimic: capable of creating convincing holographic copies of itself and its surroundings, the Holographic Mimic is a master of deception. Its unique power is the ability to create multiple copies of itself, making it difficult to tell which one is the real threat.
Strength 2, Agility 2, Reason 2
Holographic Decoys: The Holographic Mimic is able to create multiple holographic copies of itself, confusing and distracting its enemies.
- Create 3 identical clones to the Holographic Mimic. When an attack is made against a Holographic Mimic, roll a d10. On a result of 1-5, the attack misses the mimic and strikes a hologram, destroying the hologram.

Adaptive Camouflage: The Holographic Mimic can change its appearance to match its surroundings, making it difficult to spot.
- (passive) Add a +2 bonus to rolls attempting to hide or conceal itself.

Security Bot: programmed to protect its designated area at all costs, the Security Bot is equipped with a variety of weapons and is relentless in its pursuit of intruders. Its unique power is the ability to call for backup, summoning additional security bots to its aid.
Strength 2, Agility 1, Reason 3
Taser: The Security Bot is equipped with a taser that can stun its enemies.
- On a successful Ranged attack, deal no damage, but apply the Stunned status effect. This effect lasts until the start of the security bot's next turn.

Surveillance: The Security Bot has advanced sensors that allow it to monitor and track its surroundings, alerting its allies to any potential threats.
- (passive) Gain a +3 bonus to rolls for detecting hidden or concealed targets.

Recon Drone: a small, stealthy machine designed for reconnaissance missions, the Recon Drone is equipped with advanced sensors and the ability to go undetected. Its unique power is the ability to gather and transmit valuable intelligence to its allies, allowing them to stay one step ahead of their enemies.
Strength 2, Agility 1, Reason 3
Advanced stealth systems: The recon drone is able to blend into its surroundings and move unnoticed, allowing it to gather intelligence and perform recon missions without being detected.
- (passive) Add a +2 bonus to rolls attempting to hide or conceal itself.

Enhanced sensors: The recon drone is equipped with a wide array of sensors and scanners, allowing it to gather detailed information on its surroundings and identify potential threats.
- (passive) Allied robots within 60 ft of the Recon Drone gain +1 Ranged Attack / Damage.

Demolition Drone: equipped with powerful explosives and the ability to navigate through difficult terrain, the Demolition Drone is a formidable opponent in any fight. Its unique power is the ability to plant and detonate its explosives with precise accuracy, causing devastating damage to its enemies.
Strength 1, Agility 3, Reason 2
Explosive Payload: The demolition drone is equipped with a variety of explosives and can be programmed to target specific structures or objects, making it a powerful tool for destruction.

- Fly above a target's space and drop a ticking, charged payload which deals [d10] Energy damage to all targets in a 15 ft circle at the start of the Demo Drone's next turn.

Self-destruct: In the event that the demolition drone is captured or compromised, it is programmed to self-destruct, minimizing the risk of sensitive information or technology falling into the wrong hands.

- (passive) When below 25% of its maximum Health, and at the start of the drone's turn, roll a d10. On a result of 1-5, the Demo Drone immediately detonates, dealing [d10] Energy damage to all targets in a 15 ft circle.

ALIENS

Alien: A type of humanoid that is larger, stronger, and often more intelligent than humans, aliens are often found in organized groups or as solitary wanderers.

Xarith, "The Bugs": a species of tall, insectoid aliens with a venomous bite that can paralyze their victims.
Strength 3, Agility 3, Reason 1
Paralyzing Venom: The insectoids can inject a powerful neurotoxin through their bite, causing paralysis in their victims.

- On a successful Melee attack, deal +2 Lethal damage, and apply the Immobilized, Knocked Down, and Fatigued status effects. These effects last until the start of the Xarith's next turn.

Exoskeletal Armor: The insectoids have a hard exoskeleton that provides them with protection against physical attacks. They can also use their exoskeleton as a weapon by ramming into their enemies or using it to deflect attacks.

- (passive) Add +2 Defense

Zorath, "The Nightmares": a race of telepathic aliens that can control the minds of others and bend them to their will.
Strength 3, Agility 2, Reason 1
Mental domination: The telepathic aliens can take control of the thoughts and actions of their victims, making them do their bidding.

- The target must comply with a psychic demand made by the Zorath. Complex tasks are much harder to succeed, such as "find a can of gasoline, douse yourself in it, and light yourself on fire" and require a d10 roll of 9 or 10. Simple commands like "shoot yourself" or "jump into that pit" require no roll.

Mind blast: The telepathic aliens can emit a powerful psychic wave that can stun and disorient their enemies, making them easy targets.

- On a successful Ranged attack, deal +2 Energy damage, and apply the Stunned status effect to all targets in a 15 ft circle. This effect ends at the start of the Zorath's next turn.

Vorgon, "The Blasters": a race of energy-based creatures that can discharge powerful blasts of energy from their hands.
Strength 3, Agility 2, Reason 2
Energy Blast: The creature can focus and release a concentrated beam of energy from its hands, causing severe damage to its target.

- Roll a d10. On a result of [10 - Vorgon Agility (minimum 2)] or greater, the Vorgon emits a multicolored beam of raw energy 5 ft wide and 30 ft long in the direction it is facing, dealing [d10] Energy damage.

Energy Barrier: The creature can create a shield of energy around itself, protecting it from physical attacks and deflecting incoming projectiles.

- Immune to Energy damage until the start of the Vorgon's next turn.

Korath, "The Mockingbirds": a species of shapeshifting aliens that can disguise themselves as any living being.
Strength 2, Agility 1, Reason 3
Shapeshifting: The ability to transform into any living being or object, allowing the alien to disguise itself and gain access to areas that may otherwise be restricted.

- Appear as any creature it has seen or touched.

Mimicry: The ability to perfectly mimic the appearance, voice, and mannerisms of any being they have observed, making them nearly impossible to detect in disguise.

- Extends its knowledge to replicate speech on a rudimentary level, such as repeating the same phrase, and exhibiting more realistic behavioral characteristics.

Naxx, "The Gurus": a race of technologically advanced aliens that can hack into and control any form of technology.
Strength 1, Agility 3, Reason 3
Tech Overload: The alien can overload and disable electronic systems with a burst of energy from their hands, causing a malfunction or shutdown of the targeted technology.

- Roll a d10. On a result of [10 - Naxx Reason (minimum 2)] or greater, the Naxx may disable electronic equipment until the start of their next turn in a 25 ft circle.

Holographic Decoy: The alien can create a holographic projection of themselves or other objects, allowing them to distract and mislead their enemies.

- Create 2 identical clones to the Naxx. When an attack is made against a Naxx, roll a d10. On a result of 1-5, the attack misses the Naxx and strikes a decoy, destroying it.

Qorin, "The Suckers": a species of tentacled aliens with the ability to drain the life energy of their victims.
Strength 2, Agility 2, Reason 1
Energy Drain: The tentacled alien can extend its tentacles towards its victim and drain their life energy, transferring it to itself and restoring its own health.

- On a successful Melee attack, deal +2 Lethal damage, and return half that amount (round down) in Health.

Mind Control: The tentacled alien can use its tentacles to infiltrate the victim's mind, unleashing nightmares and fears.

- Deal [d10] Energy damage to a target within 5 ft.

Raxx, "The Tanks": a race of massive, armored aliens with immense strength and durability.
Strength 3, Agility 1, Reason 3
Unbreakable Shield: The massive, armored aliens can activate a force field that surrounds their body, making them nearly impervious to physical attacks. This force field can only be maintained for a short period of time before needing to recharge.

- Immune to Non-Lethal and Lethal damage until the start of its next turn.

Seismic Smash: The aliens can channel their immense strength into a single, devastating attack that can shatter the ground beneath them and cause severe damage to their enemies. This attack takes a lot of energy to execute and can only be used sparingly.

- Deal [d10] automatic Lethal damage to targets in a 20 ft circle, centered on the Raxx.

Sorn, "The Snakes": a species of snake-like aliens with the ability to hypnotize their prey.
Strength 1, Agility 3, Reason 3
Hypnotic Gaze: The snake-like aliens have the ability to mesmerize their prey with their gaze, causing them to become fixated and unable to look away. This allows the aliens to get close enough to attack without being noticed.

- Target must make a Willpower roll Difficulty [6 + Sorn Reason]. On a failure, the target must remain in eye contact with the Sorn and will perform no hostile actions towards it. Damage dealt, from an outside source, to the Sorn or victim will remove this effect.

Venomous Bite: The aliens have venomous fangs that can inject a powerful sedative into their prey, causing them to become unconscious and vulnerable to attack. The venom is also highly toxic and can be deadly if not treated promptly.

- On a successful Melee attack, deal no damage, but apply the Unconscious status effect.

Torm, "The Bats": a race of flying aliens with sharp claws and a powerful sonic screech attack.
Strength 2, Agility 2, Reason 1
Sonic Screech: The flying aliens can emit a high-pitched screech from their mouths that can disorient and incapacitate their enemies.

- On a successful Ranged attack, deal no damage, but apply the Blinded status effect. This effect lasts until the start of the Torm's next turn.

Talon Strike: The aliens have sharp claws on their wings that they can use to strike and tear at their opponents.

- Gain +2 to a Melee Attack and Damage roll.

Uxor, "The Freakshows": a species of psychic aliens that can project hallucinations and manipulate the emotions of others.
Strength 1, Agility 3, Reason 3
Mental Blast: The psychic alien is able to focus its energy into a powerful mental attack that can overwhelm the mind of its victim, causing disorientation, confusion, and even temporary paralysis.

- Roll a d10. If the result is greater than or equal to [10 - Uxor Reason (minimum 2)], the target takes the status effects of Blinded, Immobilized, and Terrified. This effect lasts until the start of the Uxor's next turn.

Emotional Overload: The psychic alien can amplify the emotions of its victim to such an extreme level that it can cause them to lose control and act irrationally or even become incapacitated.

- Anger, sorrow, despair, or any other negative emotion the target may be feeling is magnified 100-fold, leaving them an emotional wreck. The target suffers a -3 penalty to any Attack or Damage until the start of the Uxor's next turn.

Vexx, "The Shifters": a race of highly intelligent aliens that can communicate telepathically and manipulate matter with their minds.
Strength 2, Agility 2, Reason 3
Telekinetic Blast: The aliens can focus their telepathic energy into a powerful blast that can knock back and even disintegrate their opponents.

- On a successful Ranged attack, the target is knocked back 20 ft. If striking a solid surface, the target takes [d10] Non-Lethal damage.

Shift: The aliens can alter the physical properties of objects and substances, such as turning a solid object into a gas or causing a liquid to ignite.

- Use caution with this one. Use it more as a roleplaying effect. Though technically a Shifter could turn a player's prized suit of armor into glass, it's likely that using this ability in combat could have devastating effects on a character and even more rageful effects on the character's player.

Worg, "The Dogs": a species of ferocious, four-armed aliens with razor-sharp teeth and claws.
Strength 3, Agility 2, Reason 2
Rage Swipe: The alien unleashes a flurry of rapid-fire slashes with its claws, dealing heavy damage to its opponents.

- (passive) The Worg may make a Melee attack at a target and immediately make a second attack at another target within 5 ft of the first target.

Frenzied: The alien enters a berserker state, increasing its strength and speed as it charges at its enemies with reckless abandon.

- (passive) As long as a Worg focuses its attacks on a single target, it gains +1 stacking Melee damage. This effect resets if the Worg attacks another target.

Xanthe, "The Clouds": a race of shape-shifting aliens that can manipulate the density of matter.
Strength 1, Agility 2, Reason 3
Molecular Shift: The alien can alter its molecular structure to become intangible, allowing it to phase through solid objects and attack from unexpected angles.

- Turn incorporeal, but in this form the Xanthe may not interact with anything tangible and solid.

UNREAL. I CAN'T BELIEVE IT.

I STUMBLED UPON A BUNCH OF GEAR ON MY RECON MISSION TODAY. ALL SORTS OF SUPPLIES, WEAPONS, AND EVEN SOME MEDICAL EQUIPMENT. BUT THE REAL FIND WAS THIS SEMI-WORKING SENTRY BOT I CAME ACROSS. IT LOOKS LIKE IT'S BEEN OUT HERE FOR YEARS, BUT I THINK WITH A LITTLE BIT OF WORK, IT COULD BE FULLY FUNCTIONAL AGAIN.

I'M NOT EXACTLY SURE WHAT I'M GOING TO DO WITH IT YET. I WAS THINKING ABOUT GIVING IT TO MY FRIEND LUCIUS. HE'D APPRECIATE THE PICK-ME-UP AND I'M PRETTY SURE HIS BIRTHDAY IS IN A FEW WEEKS. MAYBE HE CAN REPAIR IT AND WE CAN SELL IT OR KEEP IT FOR OUR OWN PROTECTION. EITHER WAY, IT'S A PRETTY CLUTCH FIND.

I'M JUST GLAD I WAS ABLE TO COME ACROSS ALL THIS STUFF. IT'S ALWAYS A CHALLENGE OUT HERE, BUT FINDING SUPPLIES LIKE THIS CAN REALLY MAKE A DIFFERENCE. I JUST HOPE I CAN FIND MORE LUCK LIKE THIS IN THE FUTURE.

– BERYL

GEAR, EQUIPMENT, LOOT, AND ITEMS

As a Game Master, it is important to keep the game fresh and exciting for your players. One way to do this is by introducing unique gear and items for them to acquire. These items can serve as rewards for completing missions or adventures, and can help to give the game a sense of progression and accomplishment.

There are many different ways you can approach creating unique gear and items. You can base them on existing items in the game, but add unique abilities or attributes that make them stand out. For example, you might create a sword that has the ability to ignite enemies on fire, or a shield that can deflect magic attacks.

Alternatively, you can create entirely new items that have never been seen before in the game. These can be as simple as a special potion that grants temporary invincibility, or as complex as a magical artifact that gives the wielder a variety of powerful abilities.

Regardless of how you decide to create unique gear and items, it is important to consider how they will fit into the game's overall balance and theme. You don't want to create items that are too overpowered, as this can ruin the game for other players. At the same time, you don't want to create items that are too weak, as they won't be appealing to players.

Overall, creating unique gear and items can be a great way to add depth and excitement to your game. It gives players something to strive for, and can add an element of surprise and novelty to the game. As a GM, it is up to you to come up with creative and interesting items for your players to discover in the Wasteland and use.

Creating items can be as simple as "Bob's Ring": +1 Strength, +8 Health. How detailed or simple you'd like the process to be is up to you.

Here are some examples of common and enhanced gear:

COMMON ARMOR

Scrap Metal Armor: This armor is made from repurposed metal scraps and is often found in the wasteland. It offers basic protection from physical attacks and is relatively cheap to acquire.

Leather Armor: This armor is made from tanned animal hides and is often favored by those who need flexibility and mobility in combat. It offers decent protection from physical attacks and is relatively easy to repair.

Chainmail Armor: This armor is made from interlocking metal rings and offers decent protection from physical attacks. It is relatively heavy and may impede movement, but is relatively cheap to acquire.

Plate Armor: This armor is made from solid metal plates and offers the highest level of protection from physical attacks. It is extremely heavy and may impede movement, but is also very expensive to acquire.

Radiation Suit: This armor is specifically designed to protect the wearer from radiation in the wasteland. It offers basic protection from physical attacks and is essential for those who need to venture into highly contaminated areas.

COMMON TONICS

Painkiller: A drink that quickly restores a small amount of health to the user when consumed. Snake Juice - a potion that provides temporary immunity to poison and toxic effects.

Energy Drink: A potion that gives the user a burst of energy, increasing their stamina and allowing them to move faster for a short period of time.

Radscrubber: A brightly colored drink that is used to remove radiation from the body. It has a slightly sweet and fruity taste, and is often used by wasteland travelers and adventurers to help protect against the harmful effects of radiation. When consumed, the elixir works

to neutralize and remove any trace amounts of radiation from the body, helping to prevent radiation sickness and other negative effects. It is commonly found in the possession of wasteland traders and merchants, and can be purchased for a moderate price.

Adrenaline Shot - a potion that increases the user's strength and aggression, allowing them to deal more damage in combat. However, it also lowers their defenses and makes them more vulnerable to attacks.

COMMON UTILITY ITEMS

Water Purification tablets: These small tablets can be added to any water source to remove contaminants and make it safe to drink. They are essential for survival in the wasteland where clean water is hard to come by.

First Aid kit: A basic kit containing bandages, antiseptic, and other medical supplies that can be used to treat minor injuries and infections.

Portable stove: A small, portable stove that can be used to cook food and boil water in the field. It is fueled by small canisters of propane or other flammable gases.

Multi-tool: A versatile tool that includes a variety of functions such as a knife, pliers, screwdriver, and wire cutter. It is a handy tool to have on hand for all sorts of tasks.

Flashlight: A portable light source that is powered by batteries or hand-crank. It is useful for illuminating dark areas and can be a lifesaver in emergency situations.

COMMON WEAPONS

Rusty Shotgun - An old, battered shotgun that has seen better days, but is still capable of delivering a powerful blast at close range.

Scavenged Pistol - A cobbled-together handgun made from various parts scavenged from different sources. It may not be the most reliable weapon, but it gets the job done.

Salvaged Sword - A sword that has been salvaged from the ruins of the old world and reworked into a usable weapon. It's not the sharpest blade, but it can still cut through flesh and bone.

Machete - A simple, but effective chopping tool that has been repurposed as a weapon in the wasteland. It's easy to wield and can slice through almost anything.

Crossbow - A ranged weapon that uses a bow and arrow, but can be loaded and fired quickly. It's not as accurate as a rifle, but it's quieter and easier to find ammo for.

Pipe Wrench - A heavy, sturdy tool that can be used as a blunt weapon in a pinch. It's not the most elegant weapon, but it can deal a lot of damage.

Boomerang - A thrown weapon that has been modified to be more effective in the wasteland. It's not as accurate as a throwing knife, but it has a larger "hitbox" and can be retrieved after it is thrown.

ENHANCED ARMOR

Mega Armor: a heavily reinforced and technologically advanced suit of armor that provides enhanced protection and strength to the wearer.

Exo Suit: a sleek, high-tech armor suit that enhances the wearer's physical abilities and provides advanced mobility.

Stealth Suit: a lightweight and flexible armor suit that allows the wearer to blend into their surroundings and move quietly.

Energy Shielding: an armor modification that generates an energy field around the wearer, protecting them from energy attacks.

Blast Plating: an armor modification that provides additional protection against explosive attacks.

ENHANCED POTIONS

Super Juice - a powerful drink that instantly restores all Health and removes any negative effects or ailments.

Buff Brew - a drink that enhances the drinker's physical abilities, increasing their Strength, Movement, and Agility for a short period of time.

Mind Melt - a drink that temporarily amplifies the user's psychic powers, allowing them to increase their Willpower and project hallucinations.

Bepis- a drink that creates a powerful shield around the user, protecting them from energy attacks for a short duration.

Blue Surge - a drink infused with Blue Dust that grants the user a temporary boost in energy, allowing them to use more frequent abilities.

ENHANCED UTILITY ITEMS

Life Straw: This tube is designed to purify even the most contaminated water sources, making them safe to drink. They also have the added benefit of removing any unwanted tastes or odors from the water.

Enhanced Rations: These rations are packed with nutrients and vitamins, providing a much needed boost of energy and vitality to those who consume them. They also have a longer shelf life than regular rations, making them a reliable source of sustenance for long journeys.

Enhanced Bandages: These bandages are infused with a special healing agent that helps to speed up the recovery process of wounds and injuries. They also have a higher adhesive strength, making them more effective at holding together deep or jagged wounds.

Enhanced Flashlight: This flashlight is designed to provide a brighter and longer-lasting beam of light than regular flashlights, making it ideal for use in dark or poorly lit environments. It also has a built-in SOS signal feature, which can be activated in case of emergencies.

Enhanced Multitool: This multitool is a versatile and reliable tool that can be used for a variety of tasks, including cutting, prying, and screwing. It is made of high-quality materials and has a d

ENHANCED WEAPONS

Energy Cannon: A high-tech weapon that fires powerful blasts of energy, capable of destroying enemy defenses and taking out multiple targets at once.

Plasma Rifle: A futuristic weapon that fires plasma bolts that can burn through almost anything, including armor and shields.

Gravity Hammer: A weapon that harnesses the power of gravity to create devastating shockwaves and crush enemies with ease.

Sonic Scimitar: A sword that generates powerful sonic waves that can shatter metal and rock, making it a formidable weapon against heavily armored foes.

Plasma Shotgun: A close-range weapon that fires a spread of plasma bolts that can decimate enemies at point-blank range.

Cryogenic Bow: A bow that fires arrows filled with cryogenic fluid, which can freeze enemies in their tracks.

Quantum Blade: A sword that can manipulate quantum energy to cut through almost anything, including energy shields and force fields.

MISCELLANEOUS

Toxic Amulet: This necklace is imbued with toxic energy that allows the wearer to poison their enemies with a single touch.

Energy Ring: This ring is made of a special alloy that can absorb and store energy from its surroundings, allowing the wearer to release powerful blasts of energy when needed.

Invisibility Cloak: This cloak is made of a special material that bends light around the wearer, making them almost completely invisible to the naked eye while stationary.

Teleportation Bracelet: This bracelet is imbued with the power of teleportation, allowing the wearer to instantly transport themselves to any location they can visualize.

Healing Pendant: This pendant is made of a rare crystal that can absorb and release healing energy, allowing the wearer to quickly recover from injuries.

EPILOGUE

Will the final battle against the alien invasion be intense and brutal? Will the Holdouts and Outlaws fought alongside each other, using all of their skills and abilities to take down the alien forces? After all of the bloodshed and conflict in the end, will the combined efforts of the two factions prove to be enough?

As the dust settles, will the Holdouts and Outlaws realize that they have much in common? They had both suffered at the hands of the aliens and had been forced to adapt and survive in the harsh wasteland. Will they decide to put aside their differences and work together to rebuild their society?

Under the leadership of Lacy and her grandchildren, will the Holdouts and Outlaws begin the long process of rebuilding their settlements and creating a new nation? Will it be a challenging task, but with their determination and resourcefulness, are they able to overcome all obstacles?

Years may pass, and the new nations of Holdouts and Outlaws may flourish. Will they become a beacon of hope in the wasteland, attracting other survivors and helping them to rebuild their own communities? Will the legacy of Lacy and her grandchildren live on, and be remembered as the heroes who had saved the planet?

As the sun sets on the wasteland, will the Holdouts and Outlaws gather around a bonfire to celebrate their victory? Will they sing and dance, telling stories of the great battles that had brought them together? Do they know that the road ahead would be difficult, but they were determined to face it as one united people?

Or is this just a shitty pipe dream?

Will the final blows be struck and the last remnants of civilization crumbled to dust? Will the survivors look on in horror at the destruction they had wrought upon themselves? The greed and selfishness that had driven them to this point had finally consumed them, leaving nothing but death and destruction in their wake.

In the end, will it seem that humanity has doomed itself to extinction? The once great cities lay in ruins, their towering skyscrapers reduced to rubble and ashes. The land was scarred and poisoned, the air thick with toxic fumes and radiation.

As the survivors huddled together in the remaining ruins, did they know that their fate was sealed? There is no hope of rebuilding, no chance of redemption. They had brought about their own demise, and now they would pay the price.

In the end, it seemed that the human race had finally reached the end of its rope. Their hubris and folly had led them down a path of destruction, and there was no turning back. As the last rays of light faded from the sky, the survivors knew that their time on this earth was at an end, and that their legacy would be one of ruin and despair. The Greys had finally made a new home for themselves, and the legacy of humans was lost to the infinite, indifferent blackness of space and time.

The choice is up to you.

ALIENS & Outlaws

Name: _____

Background: _____

Class / Subclass Level:

_____

_____

_____

Story: _____

EXP: _____

GEAR / EQUIP

HEALTH

DEFENSE

MOVEMENT

DETERMINATION O O O O O O O O O O

BLUE DUST O O O O O O O O O O O O O O O O O O O O

ATTRIBUTES

Strength O O O O O
Agility O O O O O
Reason O O O O O

COMBAT SKILLS

Acrobatics O O O O O
Aim O O O O O
Dodge O O O O O
Melee O O O O O
Unarmed O O O O O
Willpower O O O O O

LORE SKILLS

Animal _____ O O O O O
Craft & Technology _____ O O O O O
Culture & Society _____ O O O O O
Empathy & Expression _____ O O O O O
Intimidation _____ O O O O O
Investigation & Search _____ O O O O O
Medicine & Aid _____ O O O O O
Perception & Awareness _____ O O O O O
Performance _____ O O O O O
Persuasion & Manipulation _____ O O O O O
Pilot & Drive _____ O O O O O
Stealth & Thievery _____ O O O O O
Subterfuge & Underground _____ O O O O O
Survival & Security _____ O O O O O

RANGED WEAPON	+DMG	TYPE	RNG	ROR
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ABILITIES

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